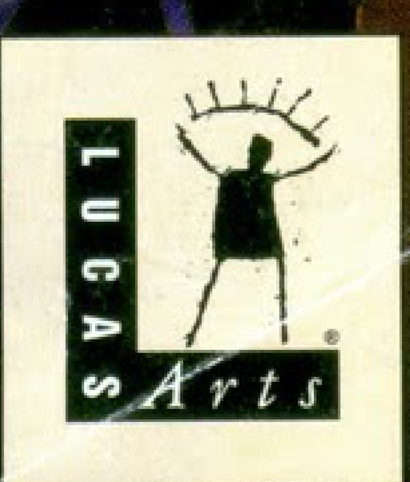
THE ADVENTURER™



TIE FIGHTER™

Join the dark side and fly against the Rebels





Dear Adventurer:

Winter, 1994

Welcome to our latest edition! During the past several months, we've been busy redesigning our publication to better meet the needs of our customers. Many of you have asked us to continue the articles which give you an inside view of LucasArts. Others have asked for a comprehensive guide that shows off all our games and merchandise in a fun, easy-to-understand fashion. We want to continue to support you with a free publication that meets both requests.

So, we're proud to present Issue #7 of *The Adventurer* as a glossy, mini-magazine — still committed to giving you an inside tour of the the company, but expanded to present a catalogue of all our product offerings. Get the editorial scoop on our upcoming products, meet the creative and crazy people that work here and browse through our refurbished Company Store. We hope you enjoy it!

Mary Bihr

Mary Bihr, Director of Marketing

Techie Bench

Below are some common problems and solutions that we hear most often on the technical support line. We hope that by printing the answers in this column, we can help as many people as possible get their games up and running. If the information below does not solve your problem, or if you would like to speak with a technical support representative, please call us at (415) 721-3333 between 8:30 a.m. and 6:00 p.m. PST. You may fax us 24 hours a day at (415) 721-3482. Please include in your fax a complete description of the problem, a phone number where you may be reached, and a complete printout of your current AUTOEXEC.BAT and CONFIG.SYS files. We will get back to you as soon as possible. You may also write to us at: LucasArts Technical Support, P.O. Box 10307, San Rafael, CA 94912.

LucasArts now has a **bulletin board service** (BBS) for customers wanting to download the latest upgrades, fixes, and press releases. All of the fixes mentioned in this column are available on this service, which is for file download only and is **not a message base**. The BBS runs at 14.4 baud, with default settings of 8N1, and can be accessed by any speed modem. Download times will vary depending on the speed of the modem, and will be shown with the file description before downloading begins. To reach the BBS, call: **1-415-257-3070**. This service is available 24 hours a day.

Many people using the *X-Wing*™ expansion disk, *Imperial Pursuit,*™ have been experiencing **difficulties with their missile locking** functions. Because this anomaly occurs only under certain memory configurations, you may not need the fix, but you may download it from the LucasArts BBS or the above mentioned commercial bulletin board systems. You may also send your old *Imperial Pursuit* disk to the above address and request an updated disk.

Because many new sound cards default to **IRQ 10**, you may need to change your card's setting to IRQ 7 or lower. Although LucasArts' games (up through *Day of the Tentacle*™) have not been able to utilize IRQ 10, future releases after *Sam & Max Hit the Road*™ will be fully configurable.

If you are playing *Day of the Tentacle* or *Indiana Jones® and the Fate of Atlantis*™ **CD-ROM and are having sound troubles**, please be certain to **use the "detect" option** when configuring your sound card port and IRQ to ensure proper audio.

We hope these hints have helped you, and as always we are more than willing to discuss any technical difficulties you might be having. If you have any questions or comments, please let us know. Happy Gaming! ESC

WHERE TO FIND US

On Line

CompuServe
Game Publishers Forum 1
(GAMEPUB)
section 7
Or send e-mail to ID# 75300,454

America Online
Keyword "LucasArts"
Or send e-mail to LUCASART1

GEnie
Games RT (page 805)
category 27
Or send e-mail to LUCASARTS

At Work

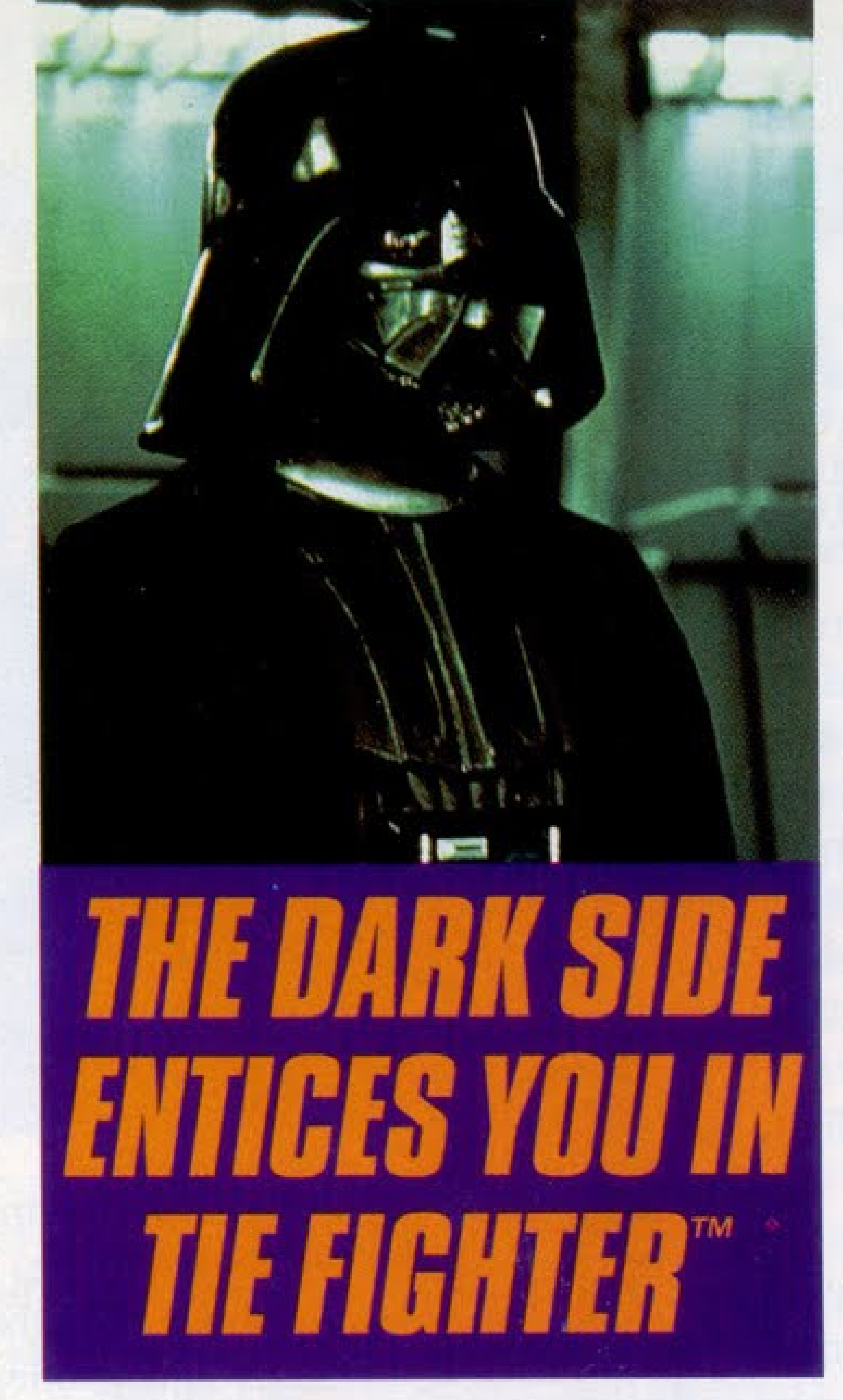
Hint Line
1-900-741-JEDI (Callers must be 18+ or have parent's permission. Each call costs 75 cents/minute)

Technical Support
☎ (415) 721-3333 Fax (415) 721-3482

Technical Support BBS
(415) 257-3070
(This service is for file download *only*. It is not a message base.)

Company Store 1-800-STAR WARS

X-Wing™ Sequel Lets You Fly for the Empire



THE DARK SIDE ENTICES YOU IN TIE FIGHTER™

BY BARBARA GLEASON

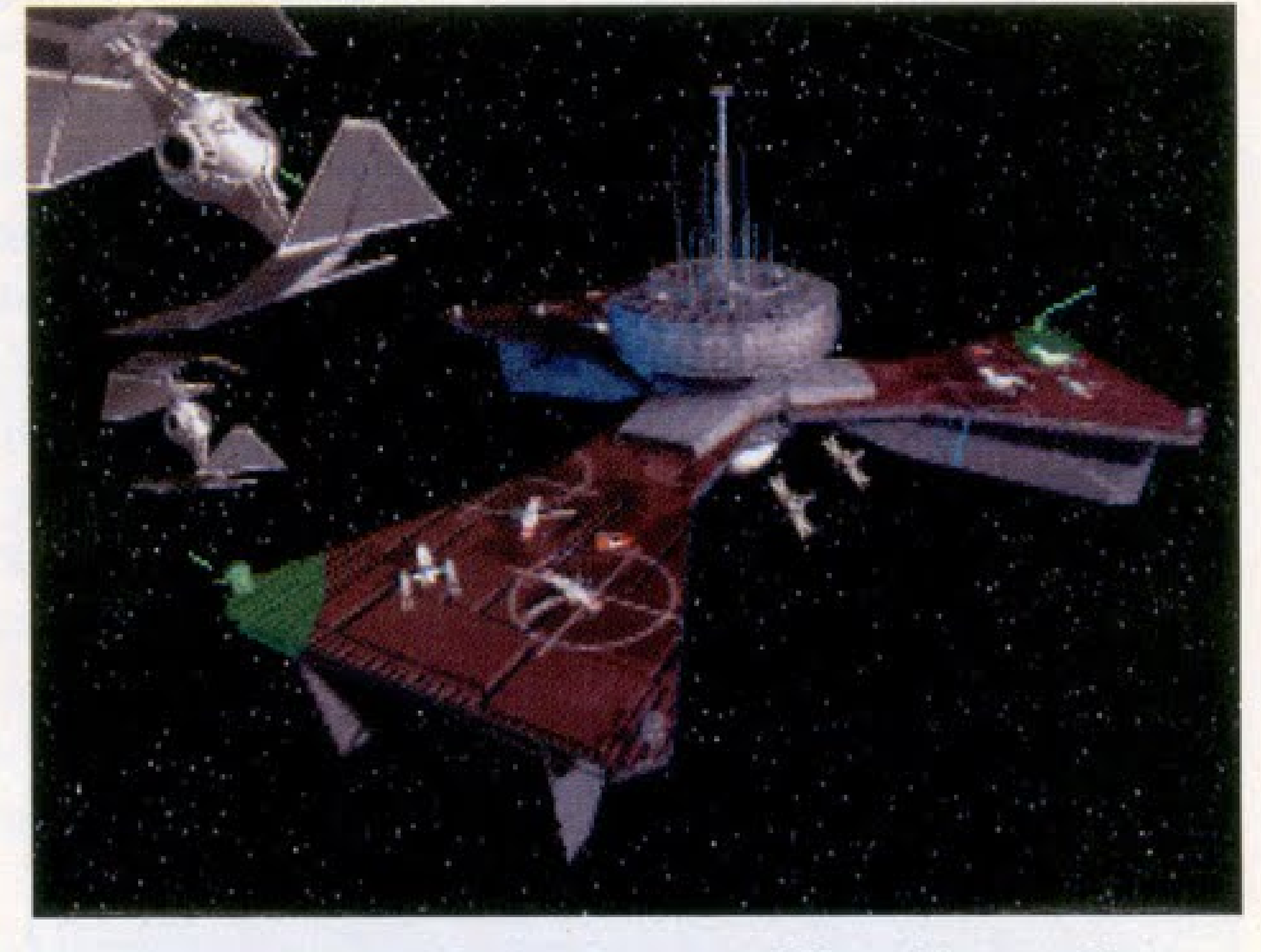
The black cockpit wraps around you, snug like your flight-suit. The hatch clicks shut, and you are alone for the first time in the cockpit of your newly-assigned TIE fighter — the primary starfighter of the Imperial Navy. Hatred of the Rebel Alliance courses through your veins. Your shaky hands locked on the control rods are the only outward sign of nerves and the mounting tension of the upcoming battle. You breathe deeply and try to relax them, adjusting for the gentle grip the TIE demands. There's no turning back as your starfighter descends into the apocalypse of space combat. You snap-roll to stay with your squadron leader, then slide right to bracket an X-wing with crossfire. You shoot and miss, rolling left to stay with the evading Rebel scum. You fire again, this time catching his upper left wing and sending his R2 unit into oblivion. The third salvo blows him out of the galaxy. You smile tightly as you evade the X-wing's debris...

Next Spring, LucasArts will release *TIE Fighter*, the sequel to its chart-busting space combat simulator *X-Wing*. *TIE Fighter* is based on the legendary *Star Wars*® trilogy — with a twist. For the first time, the infamous battle between the Rebel Alliance and the Imperial Navy will be portrayed from the perspective of the Empire. The player is a new Imperial Navy Academy recruit ready to put his or her life on the line in the execution of Emperor Palpatine's vision — destruction of the Rebel Alliance and the restoration of Imperial control of the galaxy.

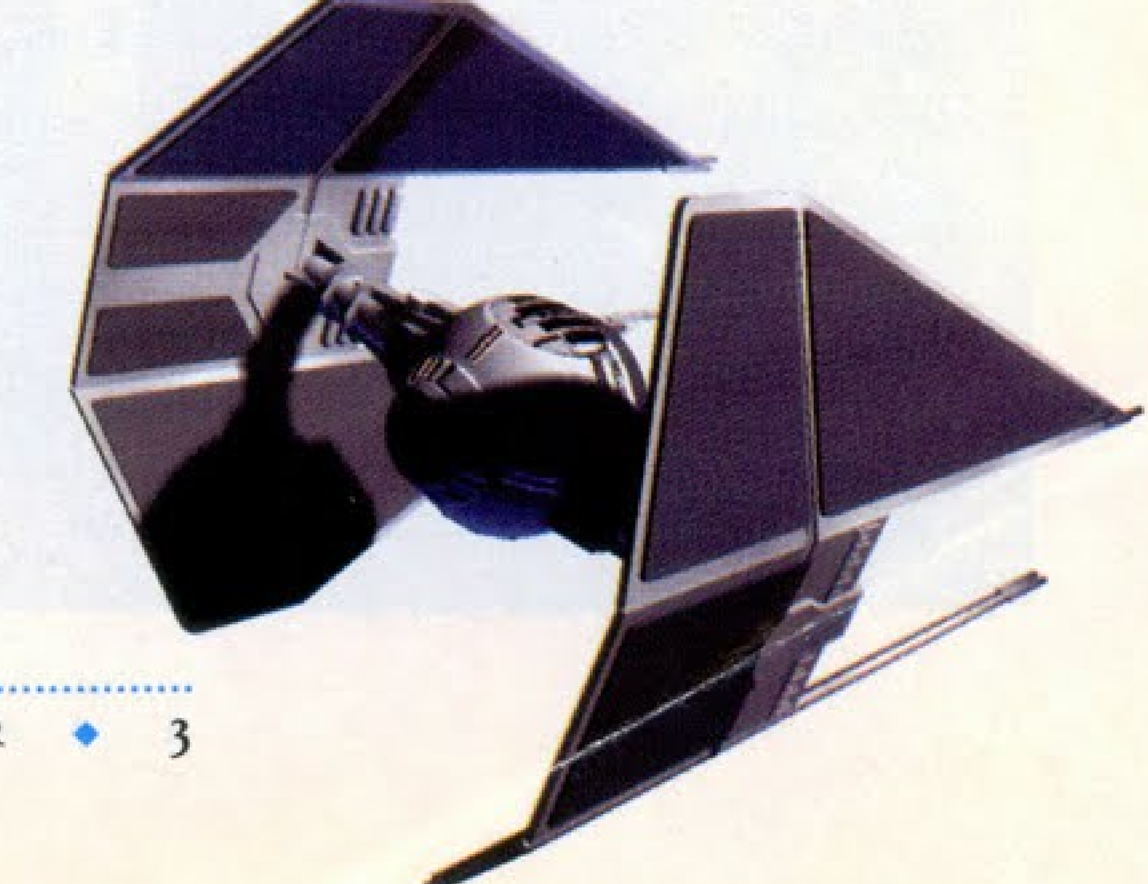
Similar to *X-Wing*'s format, *TIE Fighter* is divided into three main sections: training, historical combat and a series of campaign battles. In training, you must become proficient with *six* Imperial starfighters — the TIE fighter, TIE bomber, TIE interceptor, Assault Gunboat, TIE advanced, and a yet-to-be-named, customized TIE vessel. Historical combat further sharpens your skills before you encounter the real thing. Numerous campaign battles await you upon graduation. In these battles, you will be flying under the command of the menacing Darth Vader, the nefarious Admiral Thrawn (introduced in Timothy Zahn's best-selling *Star Wars* novels) and, of course, the loathsome Emperor Palpatine.

Created by *X-Wing* designers Lawrence Holland and Edward Kilham, *TIE Fighter* will have many unique new features and enhancements. "We're upgrading and making many advancements in our 3D modeling technology, like gouraud shading of polygon objects," says Holland. "The player will encounter several new spacecraft, including Space Platform targets, which are innovative space stations." Additionally, an elite secret society will beckon pilots who wish to learn more about the Emperor and the powers of the dark side.

More cut scenes and an original storyline further immerse you in the *Star Wars* universe. According to Kilham, "*TIE Fighter* will have more of a pure



storyline look and feel. Players will be able to ask questions and get more information on each mission's objective, story and strategy." A built-in "hint option" will help you formulate your own specific battle plans, and three difficulty levels (easy, medium, hard) will let you customize game play. ESC



The Wookiee Ate My Homework

Super Empire Strikes Back™ Ready to Take over Households

BY WAYNE CLINE



With the destruction of the Death Star, the Rebels achieved a great victory. But now, hidden in a secluded base on the remote ice planet, Hoth, the Rebellion is hunted by the Empire and the evil Lord Darth Vader. An Imperial Star Destroyer approaches the planet and launches hundreds of probe droids, seeking out the small Alliance that stands in the way of the Empire's galactic domination...

...and that's where you come in! *Super Empire Strikes Back* for the Super Nintendo Entertainment System is the hot sequel to LucasArts' best-seller, *Super Star Wars*.® The game takes you from the snowy plains of Hoth to the swamps of Dagobah; from the halls of the Cloud City on Bespin to the final, deadly lightsaber battle against Darth Vader in the city's reactor core.



You control the young Jedi, Luke Skywalker; the space rogue, Han Solo; and Han's hot-headed Wookiee first mate, Chewbacca through twenty five action-packed levels. In this 12 megabit cartridge, there are more than fifty enemies to battle — some straight out of *The Empire Strikes Back* movie and some designed especially for the game.



Super Empire offers several technological breakthroughs. The Mode 7 levels feature realistic terrain, giving the feeling of speeding over the hilly plains of Hoth in a snowspeeder as you go head to head against dreaded Imperial AT-AT walkers or rushing through the clouds in your X-wing while shooting cloud cars out of the sky on your approach to Bespin. You also pilot the Millennium Falcon through a deadly asteroid field with Imperial TIE fighters in hot pursuit. Additionally, a new password system gives you quick access to completed levels.





So grab your lightsaber and strap on your blaster, because this November the Empire Strikes Back, and you're all that stands in its way. ESC



NUMBER 7 — WINTER 1994

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Special thanks to George Lucas

The Adventurer is published by LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA, 94912.

Fly for the Greatest Air Forces of World War II in LucasArts' Air Combat Classics™

BY CAMELA BOSWELL

A*ir Combat Classics* puts you in the cockpit during WWII's most famous aerial battles. Fly for the greatest Air Forces of WWII — American, British, German and Japanese — in LucasArts' first historical air combat simulation compilation. The *Air Combat Classics* collection includes the award-winning games: *Battlehawks 1942,*® *Their Finest Hour: The Battle of Britain*® and *Secret Weapons of the Luftwaffe*® (SWOTL), as well as four additional *SWOTL* tours of duty and an add-on mission disk for *Their Finest Hour.*



This exciting new compilation comes with a comprehensive manual loaded with detailed battle strategies for the more than 800 heart-pounding missions. All the sims include pilot training and historical missions. *Their Finest Hour* includes a campaign feature and mission builder, and *SWOTL* adds a hefty tour of duty segment to the game.

Battlehawks 1942 was named "Action Game of the Year" by *Computer Gaming World* upon its release in 1989. Focusing on four historically accurate Pacific battles, the simulation lets you experience the air war between the United States and Japan.

Released in 1990, *Their Finest Hour: The Battle of Britain* depicts the dreaded Third Reich's plan to bring Great Britain to its knees. You can pilot British Spitfires and Hurricanes against the Luftwaffe's Messerschmitt fighters and the Stuka, Dornier and Heinkel bombers. Heralded by *Forbes Magazine* as the "Best Thinking Man's Game," *Their Finest Hour* explores the strategic issues of the entire Great Britain/German air confrontation.

Secret Weapons of the Luftwaffe, LucasArts' most recent WWII air combat simulator, details the final years of WWII as Nazi scientists unleash strange and powerful aerial weapons in a last, desperate attempt to win the war against the United States 8th Air Force. You fly classic American warplanes such as the P-51 Mustang fighter and the B-17 "Flying Fortress" bomber, or switch sides and pilot advanced German planes like the Messerschmitt 262 jet fighter or the Gotha 229 "Flying Wing." *SWOTL* was named "Best Simulation of the Year" in 1991 by *Computer Game Review.*

Purchased separately, the three games and their add-on missions have a suggested retail price totaling $199.95. So, *Air Combat Classics,* for a suggested retail price of $69.95, is a great deal! ESC



Battlehawks 1942



Their Finest Hour: The Battle of Britain



Secret Weapons of the Luftwaffe

An Interview with Steve Dauterman and Hal Barwood

THE DIG™

Development has been progressing rapidly over the last several months on The Dig,™ *the deep space adventure being co-developed by LucasArts and film director Steven Spielberg. Designer Hal Barwood* (Indiana Jones and the Fate of Atlantis) *is lending his expertise to the games development team, along with director of development, Steve Dauterman. They are carrying out the production begun by Brian Moriarty. LucasArts expects to release* The Dig *on IBM CD-ROM in late 1994. Here's the latest on the game from Steve and Hal:*



What's The Dig about?

Steve: It's a space adventure set in the year 1998. A mile-wide asteroid tumbles out of deep space and assumes a dangerously unstable orbit around the Earth. Unless something is done, the asteroid will fall and wipe out human civilization.

You play the role of Boston Low, commander of a space shuttle mission to save the planet. Your team of astronauts must plant and detonate nuclear explosives on the surface of the asteroid to "push" it into a safe orbit. If you succeed, the Earth will have a new moon. If you fail, the Earth will have a new Ice Age!

As you explore the asteroid, it becomes apparent that things are not as they appear. You find evidence of an advanced civilization, including strange alien machines. One of these turns out to be a booby trap which suddenly transports you and your crew across the galaxy to an uncharted world filled with danger and mystery. Exploring that world, uncovering its secrets, dealing with your frightened, mutinous crew, and finding a way back home are the main challenges of *The Dig.*

Where did the idea for The Dig come from?

Hal: The story originated out of a futuristic archaeology scenario Steven Spielberg developed for his "Amazing Stories" TV series. Although the script that emerged was too expensive to film, Steven liked the basic concept and wanted to use it somewhere. In 1989, Steven approached LucasArts with the idea of creating a graphic adventure game based on space archaeology. After many discussions, a few false starts and lots of technology changes, his concept became *The Dig.*

What were Spielberg's other contributions to the game?

Steve: Several specific puzzle ideas and situations came directly from Steven. He also helped us stay focused on issues like character development and



motivation. His storytelling instincts give *The Dig* a strong human dimension.

What's it like working with Spielberg?

Hal: Steven is extraordinarily creative. Many of the meetings and phone calls with him left us with a blizzard of fresh ideas and new things to try. We're doing our best to capture the essence of the experience he wants to create.

Steve: Steven plays all our games. In fact, he's been spending a lot of time on the phone with us lately talking about *Day of the Tentacle*. He keeps calling for hints. His personal interest in interactive games and his enthusiasm for this type of entertainment is making it particularly thrilling to work with him on *The Dig*.



Who's working on The Dig?

Steve: Hal is lending a hand with story and dialog. Bill Eaken did all of the background illustrations and established the visual style of the game. Our animators include Bill Tiller, Anson Jew and Avril Harrison, with Chris Hockabout and Shane Pickerill doing art prep. Ron Lussier and Jon Bell created the 3D models used for many of the visual effects. Leonard Robel, Bill Stoneham and James Dollar contributed additional art. As director of development, I make sure the project stays on track—checking the progress of the script, puzzle design and story detail generated by the team.

Gary Brubaker and Stephen Shaw are leading the programming end of things, along with Mark Crowley, Ron Baldwin, Jonathan Ackley, Ed Kilham and Mark Haigh-Hutchinson.

Tell me about the main characters in The Dig.

Steve: The character you control directly is Boston Low, commander of the shuttle mission. Low can give orders and make suggestions to the other crew members, but there's no guarantee they'll cooperate.

Low's team includes Dr. Ludger Brink, a wise-guy geologist; Judith Robbins, a cynical journalist; and Dr. Toshi Olema, a brilliant but shy physicist. The conflicts that develop between Low and the other crew members help keep the story tense and unpredictable.

What's the visual style like in The Dig?

Hal: We want the game to look exotic, yet convincing, so the alien landscapes are rocky, windswept and desolate — but filled with the promise of undreamed-of treasures buried just beneath the surface. Bill Eaken, who worked with me on *Indiana Jones and the Fate of Atlantis*, has created some of the most striking art ever seen in a graphic adventure.

What technological advantages does The Dig feature?

Steve: *The Dig* is the first LucasArts adventure to use our new StoryDroid™ Development System. This system was developed to take advantage of the advanced capabilities of the best home PCs, with fast processors and megabytes of memory. It grew out of Ed Kilham's LANDRU technology, which was used to orchestrate the cut-scenes in our *X-Wing* space combat simulator.

The StoryDroid system gives us the freedom to create huge, detailed rooms with fine-scrolling parallax in any direction. It lets us choose the optimum tradeoffs between size and speed for each individual scene or visual effect. The system is also easily extensible, and we hope to add many more features for future games.

What makes The Dig different from any other LucasArts game?

Steve: We want *The Dig* to be a serious story. That's not to say it's solemn, because there's plenty of humor in it. But the apocalyptic theme and far-reaching concept seemed to call for a thoughtful approach. It's also visually different, with a compelling realistic approach we haven't really used before.

If you finish *The Dig* feeling breathless and satisfied, and maybe a little awe-struck, then we've done what we set out to do. ESC

3D Will Change the Way You See Games

BY COLLETTE MICHAUD AND AARON MUSZALSKI

The interactive entertainment industry is one of the fastest growing around, and the technology that makes it tick is constantly changing and improving. The proliferation of CD-ROM as a delivery medium is one of the newest technological advances in the gaming industry, and LucasArts is working to use CD-ROM to its maximum potential. One area in which we're pushing the envelope is in the creation of 3D graphics for games. Whether incredibly realistic, like *Rebel Assault,*™ or whimsically stylized, like *Sam & Max Hit the Road,* 3D graphics literally add a whole new dimension to the visual presentation of a game.

Before CD-ROM, games were distributed on floppy disk. This made it impossible to store the hundreds of megabytes of data that 3D graphics generated. For example, many individual scenes in *Rebel Assault* are almost twice the size of the entire *Indiana Jones and the Fate of Atlantis* game. Now, with CD-ROM, an entire game can be made with 3D graphics.

Scenes from Rebel Assault

How We Do It

The first step in this process is to build a wire frame model in the computer. Though some images, like the X-wings and TIE fighters in *Rebel Assault,* are modeled from existing reference material, many of the starships, landscapes and characters are original designs created by LucasArts' 3D artists.

After building a model in the computer, textures are applied to its surface. For the *Star Wars* ships, the textures come directly from photos taken of the original film models. This helps to give the starships an extra degree of authenticity. We also create original textures with specialized graphics and animation software.

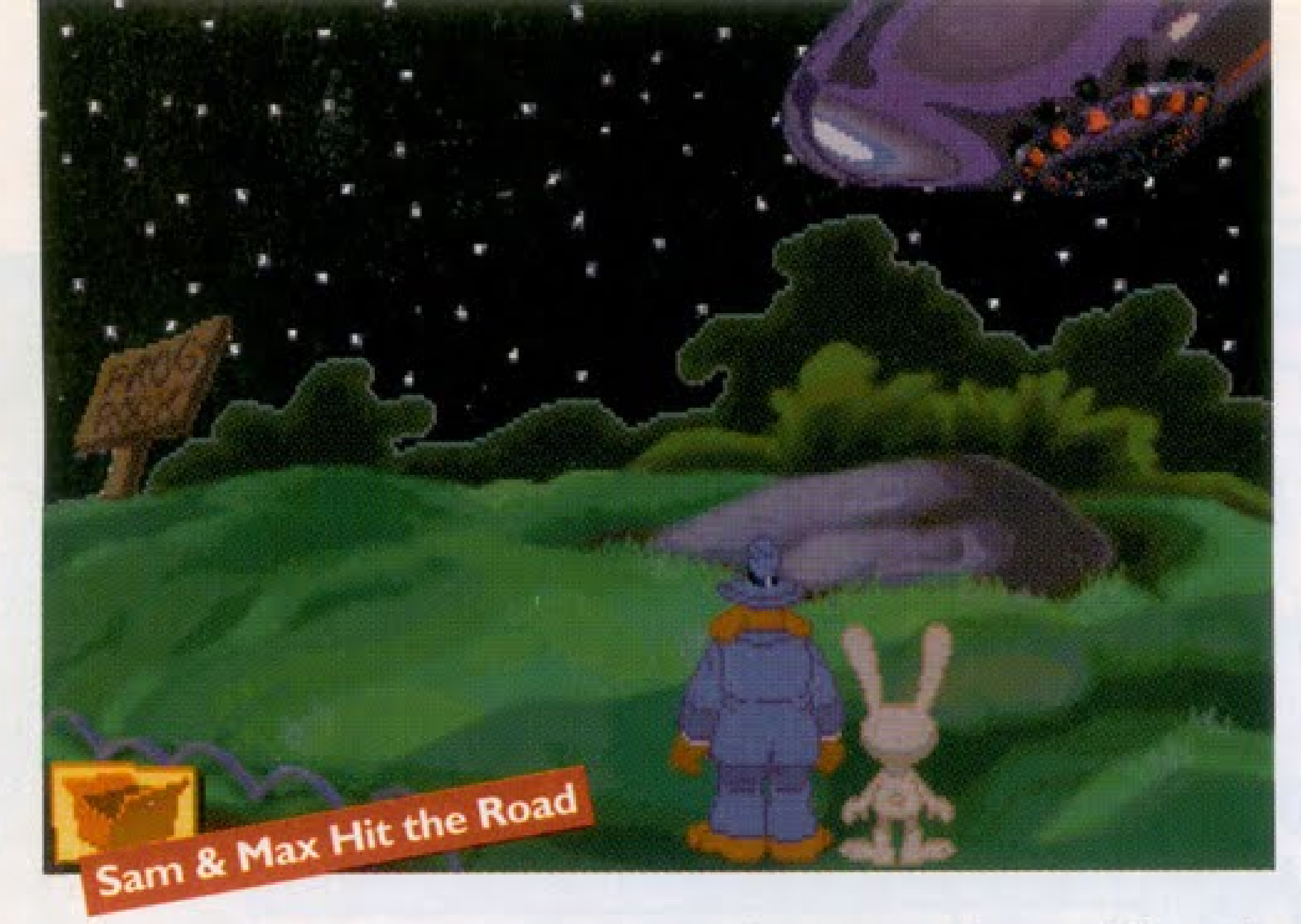
Finally — the fun part! Animating a 3D scene is very much like directing a movie. Lights and cameras are placed in the scene, and motions are assigned to the models. Animating a model through 3D space is one of the most fulfilling — and challenging — parts of creating 3D graphics. The third dimension opens up a multitude of possibilities for the artist to explore. Once the artist generates a basic motion, the painstaking process of fine-tuning begins. Working with simplified previews, we make many small adjustments until the shot is perfected.

The final step is to "render" the shot — which means computing every frame of the animation in full detail. Depending on the complexity of the shot, the computer can take from two to 30 minutes to generate each frame. Since shots can exceed 2,000 frames, this is a very time consuming process.

It's All Worth It!

Rebel Assault is LucasArts' first game designed exclusively for CD-ROM. It features 15 spectacular lev-





els created almost entirely with 3D graphics. Although *Rebel Assault* is a perfect showcase for 3D graphics, it is actually only one of several new and upcoming games that will feature this technology.

In *Sam & Max Hit the Road*, 3D is used to simulate a cartoon-like, rather than a realistic, style. For instance, a helicopter present in several scenes required complex changes in perspective and scale. This would have been very difficult to animate by hand. With 3D, a helicopter model could be placed over a painted 2D background and animated with the correct perspective. To ensure that the helicopter matched the cartoon style of its surroundings, the artist paid careful attention to lighting and texture, as well as adding "squash and stretch" to the helicopter's motion.

In *The Dig*,™ a deep space adventure slated for late 1994, we're using 3D graphics for many special effects that would be impossible to create any other way.

The Crystal Ball

The 3D graphics in *Rebel Assault, Sam & Max Hit the Road* and *The Dig* help create visually stunning games — and these games only begin to tap into this technology's future potential. We are integrating much of the same powerful technology used by our sister company, special effects leader *Industrial Light & Magic*, into our own 3D studio. With this tremendous technology in hand, LucasArts will continue to push the boundaries of 3D in interactive games, creating images of a quality previously seen only in movies. E S C



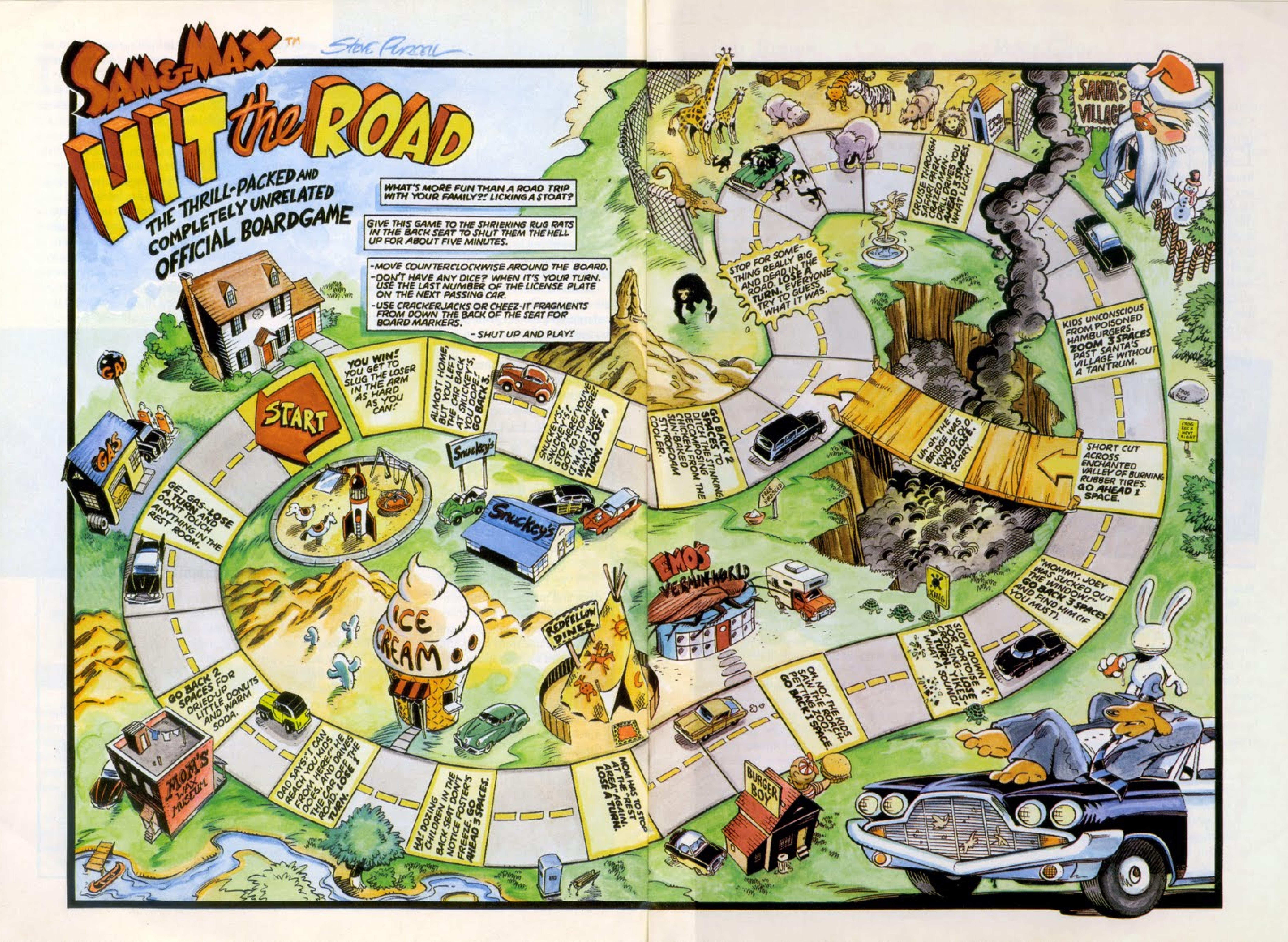
Rebel Assault™ Hypers in for the Holidays

BY VINCE LEE

Watch out *Star Wars* fans! *Rebel Assault* is coming to PC CD-ROM (for the holidays) and to Sega CD (this winter). *Rebel Assault* is an intense, realistic action-arcade game and the newest title from LucasArts to be based on the popular *Star Wars* trilogy. *Rebel Assault* represents many firsts for LucasArts. It's the first game to be designed as a CD title from the start; the first to include actual footage from the *Star Wars* movies; and the first to extensively use 3D rendered art.

Rebel Assault has 15 action-packed levels, an involving story line and stunning, cinematic sequences. You begin by guiding a T16 Skyhopper through the treacherous curves of Beggar's Canyon — your first training mission as a Rebel pilot. If you're good enough, you'll soon be battling Imperial Walkers on Hoth, dodging asteroids and TIE fighters in deep space, and defending a Rebel base from stormtrooper attack. Then join the Rebels in their final assault against the Empire's ultimate weapon, the Death Star.

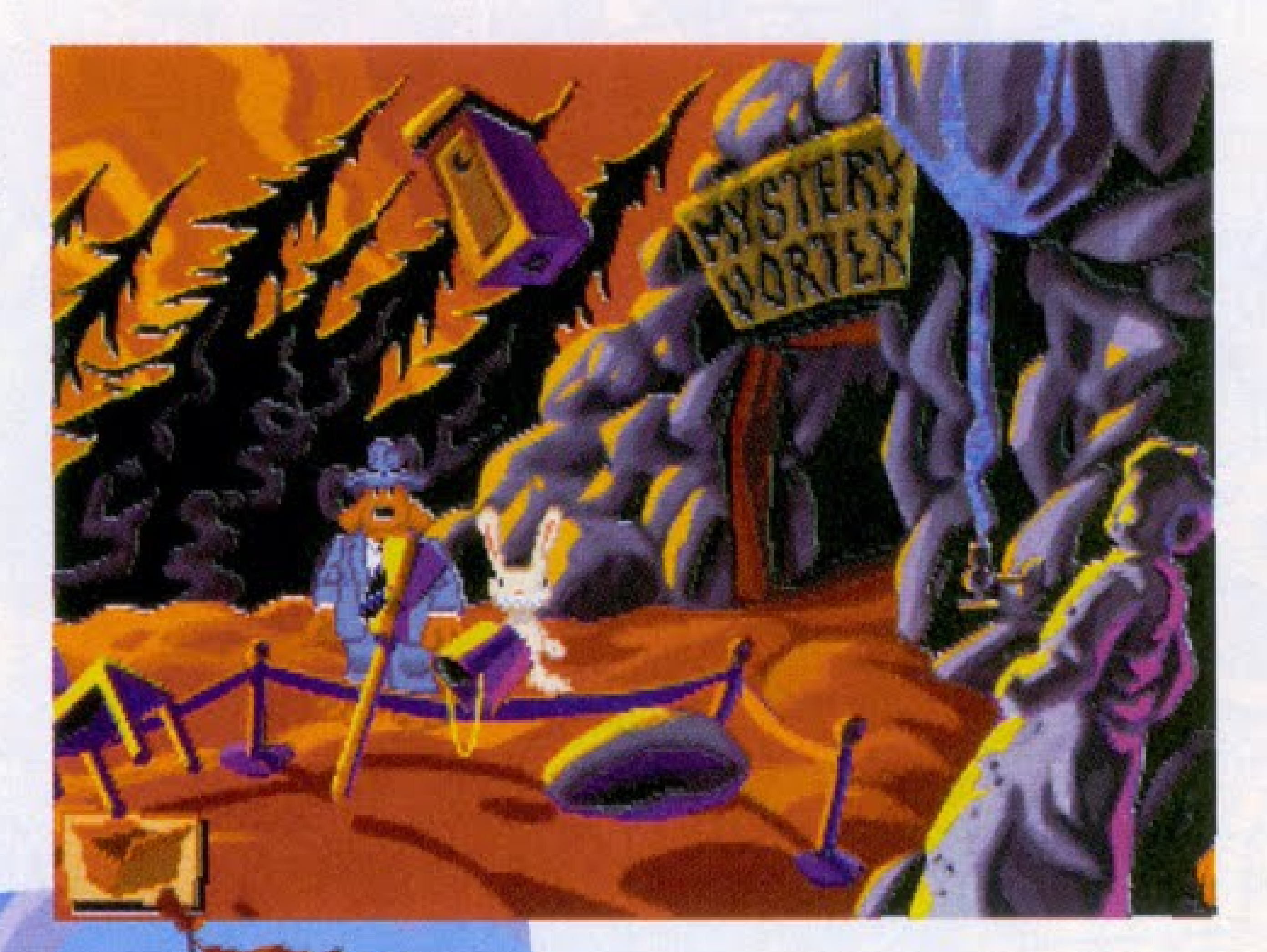
Although you pilot various *Star Wars* ships in *Rebel Assault*, the game play and artistic style is different from LucasArts' best-selling space combat simulator, *X-Wing*. *Rebel Assault* isn't a simulator. Instead, its strengths are easy-to-learn, exciting game play and incredibly realistic visuals, music and sound effects. Taking full advantage of the CD-ROM medium, *Rebel Assault* includes sound effects by Skywalker Sound, music by John Williams (as performed by the London Symphony Orchestra), original dialogue recorded by a professional cast, digitized movie footage from the *Star Wars* trilogy, and more than 300 megabytes of animation by LucasArts' award-winning computer graphics department. The end result is breakthrough computer entertainment you won't want to miss! E S C


SAM & MAX™
STEVE PURCELL
HIT the ROAD
THE THRILL-PACKED AND COMPLETELY UNRELATED OFFICIAL BOARDGAME
WHAT'S MORE FUN THAN A ROAD TRIP WITH YOUR FAMILY?! LICKING A STOAT?
GIVE THIS GAME TO THE SHRIEKING RUG RATS IN THE BACK SEAT TO SHUT THEM THE HELL UP FOR ABOUT FIVE MINUTES.
-MOVE COUNTERCLOCKWISE AROUND THE BOARD.
-DON'T HAVE ANY DICE? WHEN IT'S YOUR TURN, USE THE LAST NUMBER OF THE LICENSE PLATE ON THE NEXT PASSING CAR.
-USE CRACKERJACKS OR CHEEZ-IT FRAGMENTS FROM DOWN THE BACK OF THE SEAT FOR BOARD MARKERS.
-SHUT UP AND PLAY!
START
GAS
GET GAS--LOSE A TURN AND DON'T TOUCH ANYTHING IN THE REST ROOM.
GO BACK 2 SPACES FOR DRIED-UP LITTLE DONUTS AND WARM SODA.
MOM'S WAX MUSEUM
DAD SAYS: "I CAN REACH YOU KIDS FROM HERE!" HE DOES, AND DRIVES THE CAR OFF THE ROAD. LOSE 1 TURN.
ICE CREAM
HA! DOZING CHILDREN IN THE BACK SEAT DON'T NOTICE FOSTER'S FREEZE. GO AHEAD 3 SPACES.
REDFELLOW DINER
MOM HAS TO STOP AT THE "REST AREA" AGAIN. LOSE A TURN.
BURGER BOY
OH, NO! THE KIDS SAW THE ROACH-PETTING ZOO! GO BACK 1 SPACE.
EMO'S VERMIN WORLD
SLOW DOWN FOR TORTOISE CROSSING--YIKES--LOSE A TURN. WHAT A SOUND!
XING
"MOMMY, JOEY WAS SUCKED OUT THE WINDOW!" GO BACK 3 SPACES AND FIND HIM (IF YOU MUST).
SHORT CUT ACROSS ENCHANTED VALLEY OF BURNING RUBBER TIRES. GO AHEAD 1 SPACE.
UH-OH. THE BRIDGE WAS KIND OF OLD. YOU LOSE. SORRY.
KIDS UNCONSCIOUS FROM POISONED HAMBURGERS. ZOOM 3 SPACES PAST SANTA'S VILLAGE WITHOUT A TANTRUM.
SANTA'S VILLAGE
CRUISE THROUGH SAFARI PARK. CRAZED MAN-DRILL DRIVES YOU AHEAD 3 SPACES. WHAT LUCK!
STOP FOR SOMETHING REALLY BIG AND DEAD IN THE ROAD. LOSE A TURN. EVERYONE TRY TO GUESS WHAT IT WAS.
GO BACK 2 SPACES TO DITCH THE STINKING, DECOMPOSING CHICKEN FROM THE SUN-BAKED STYROFOAM COOLER.
SNUCKEY'S! SNUCKEY'S! STOP HERE! YOU'VE GOT TO STOP HERE! (I'M NOT SURE WHY.) LOSE A TURN.
Snuckey's
Snuckey's
ALMOST HOME, BUT YOU LEFT THE CAR BACK AT SNUCKEY'S, YOU DOPE! GO BACK 3.
YOU WIN! YOU GET TO SLUG THE LOSER IN THE ARM AS HARD AS YOU CAN!

The Personalities Behind the Fur

An Interview With Sam and Max, Freelance Police and the Stars of *Sam & Max Hit the Road*

I met Sam and Max at a coffee shop near their Brooklyn-based headquarters. Sam ordered a double-sized jelly donut, hot chocolate and a bendy straw; the straw was for the donut. Max had a bowl of cold cereal and two hard boiled eggs, which he mouth-juggled, then swallowed whole. I had no appetite.



What's the toughest case you've ever cracked?

Max: You mean besides the exciting saga that takes place in *Sam & Max Hit the Road*, the hilarious new animated adventure from...



Sam: Shut up, Max. Anyway, I guess the toughest case we cracked was when I lost the car keys and we went as far as to have Max's stomach pumped before I realized they fell down behind the radiator. Next.

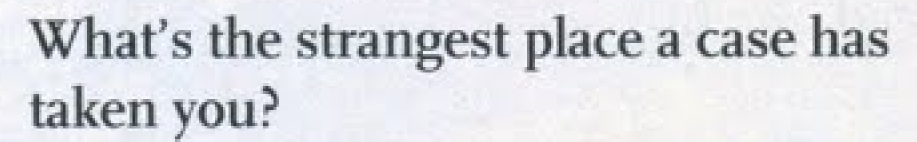
What special skills do each of you bring to the job?

Sam: Well, I have the ability to drive a car, enjoy a home cooked meal and get lost in a good book simultaniously.

Max: I can open a can of tuna fish with my own face. It's really something to see. I was on Star Search!

Sam: No, you weren't!

What's the strangest place a case has taken you?





Max: Ancient Egypt; the Moon; Beaver Creek, Ohio; the locker room of professional wrestling.

How does it feel to have your own computer game?

Max: It hurts! Ow! I'm being digitized! Yoww!

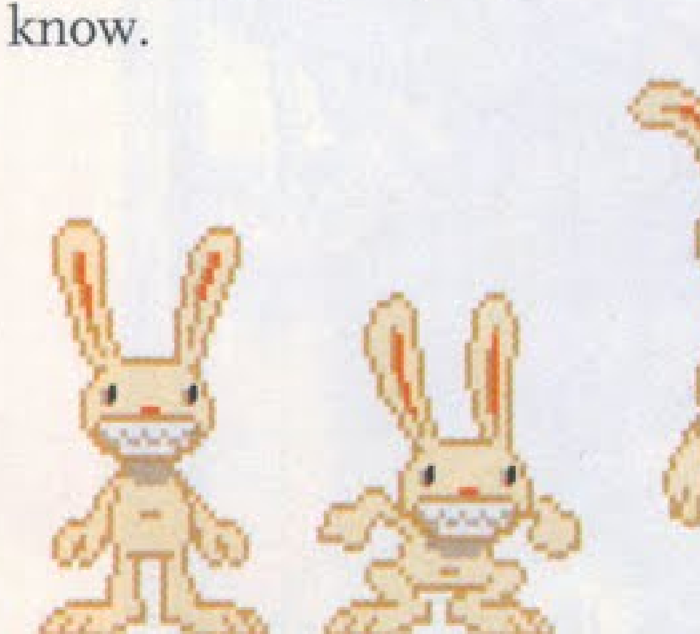
Sam: It's fine, except they keep making my nose too big. Oops, gotta go! Somewhere there are criminals to be humiliated!

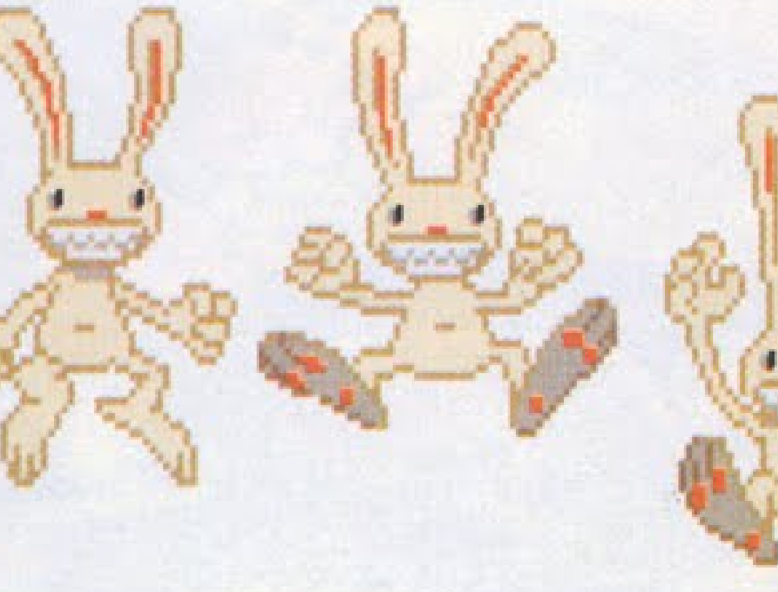
Max: We fight evil because — we care. Hey, keep in touch! ESC

How did you two form the Freelance Police?

Max: It was easy once we filed the monolithic heap o' documents with the local government. They didn't even notice that in the paperwork I claimed to be a nine-foot hamster and referred to myself as The Scatman.

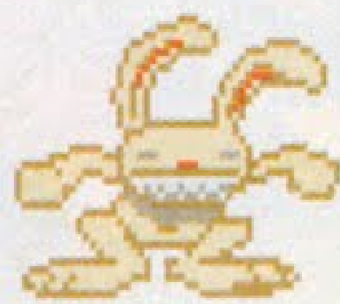
Sam: Do you know that anybody can walk into a store and buy a real police badge? It really comes in handy when you want to enter the homes of people you don't know.











¿Lucas Who?

Khris Brown

Product Support Manager

Do you have a nickname?

▸ Yes, sometimes people call me "Chester."

What do you like best about your job?

▸ I love the opportunity to give people faith again. By the time customers get to me, they're often very frustrated. By taking responsibility and spending the time it takes to get their game going again, I let them know they're not going to be abandoned — that we are the company that will go out of its way to help them.

Tell us your best LucasArts' "war story."

▸ I think it might be the time a customer called and literally threatened to come and "beat a hint out of me" if I didn't immediately supply a hint on *Loom.*® *Loom* is probably our easiest game.

What's your favorite LucasArts' game?

▸ My personal favorite is *The Secret of Monkey Island*® because of the great blend of humor, innocence and sarcasm. I suppose an additional factor is that it was the first game I played — I'm sentimental!

What's your favorite vacation spot?

▸ I'd have to say Paris, because I enjoy getting out of America.

What's your favorite food?

▸ Definitely Chocolate Charlotte Russe. It's a cake my mother makes. I've loved it since I was three years old.

What do you like to do when you're not at work?

▸ I either read, or write rabid diatribes on the state of the world on my 1950s Smith Corona Silent Super. I also like to mountain bike ride, hang out in jazz clubs in North Beach (S.F.) and cook.

Who are your Heroes? Why?

▸ Joan of Arc is one of my heroines because she stood up for what she believed in. Albert Schweitzer is a hero mainly because he was selfless, and yet fully self-realized at the same time. Lastly, I have to mention Elizabeth Tilberis, editor of Harper's Bazaar, for bringing style back into fashion! ESC

Stop the presses! *As this edition of* The Adventurer *goes to print, Khris is moving into production. She is now a production assistant, working on LucasArts' "talkie" games. Mara Kaehn, our most senior product support representative, is our new product support supervisor.*

Peter Chan

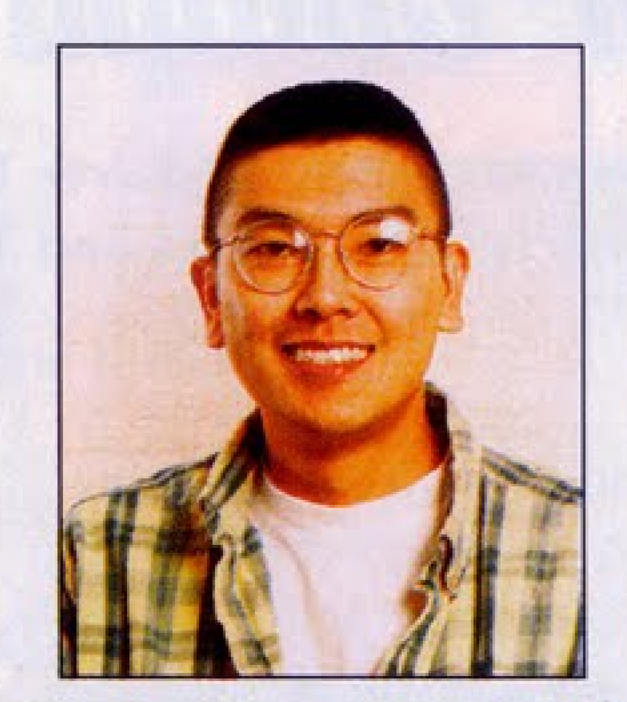
Lead Artist

What do you like best about your job?

▸ Working at Lucas *anything* has been my dream since the 5th grade when *Stars Wars* was released. I know it's corny and sappy, but I feel really fortunate to be compensated for creating fun stuff all day. Most days it hardly feels like "work."

Tell us your best LucasArts' "war story."

▸ I guess it would be the day when a certain television crew came in to do an interview. They invaded



my office with their equipment, rearranged my furniture, put makeup on me, told me *where* and *how* to sit, and asked me to use my computer mouse with my *left* hand — for a better camera angle. All these requests, and their objective was to get a sense for the kind of work I do. What work?! I'm a left-handed, makeup wearing stiff in somebody else's office! After three takes explaining the process of how I create background art, they said, "OK, now let's bring all that down to 20 seconds, and can you be a bit more enthusiastic?"

What's your favorite LucasArts' game?

▸ That's a hard one. It's a tossup between *Day of the Tentacle* and *Sam & Max Hit the Road.* I like them both for the same reason. They have incredibly cool art.

What's your favorite vacation spot?

▸ I've got to say Greece. I discovered Serifos, a tiny and untouristed island with warm, wonderful people.

What's your favorite food?

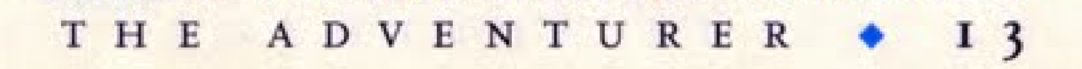
▸ Vegetarian Pad Thai.

What do you like to do when you're not at work?

▸ I'm all for cheap thrills — picnics at the beach, walks in the City (S.F.) and changing my son Zach's diapers.

Who are your Heroes? Why?

▸ I'm a huge Norm Abram fan (from "New Yankee Workshop" on PBS). I also admire the art of N.C. Wyeth, Joseph Lyendecker, Ralph McQuarrie and Joe Johnston. But my true hero is my dad. I credit him with instilling in me values and priorities. What I'm most proud of are the things my father and mother planted in me. My father was a wonderful man. ESC



The Force that Saved the Galaxy Now Does the Same for Your Computer Screen

LucasArts' Screen Saver Brings *Star Wars* Scenes, Characters, Artifacts and Trivia to Your Computer

BY WAYNE CLINE

Releasing this winter for both the Macintosh and Windows platforms, the *Star Wars Screen Saver*™ offers a wide variety of modules, including battle sequences, starship blueprints, and in-depth character biographies.

The screen saver serves both as a valuable guide for *Star Wars* buffs and a great source of information for newcomers to the *Star Wars* universe. Information never seen in the films is revealed on your computer screen. For example, one of the planned modules is an alien bio almanac set in the seedy Cantina on Mos Eisley. A camera pans the well-traveled watering hole, stopping to zoom in for close-ups of aliens while displaying key information about the designated alien such as race, planet origin and occupation (most are unscrupulous!).

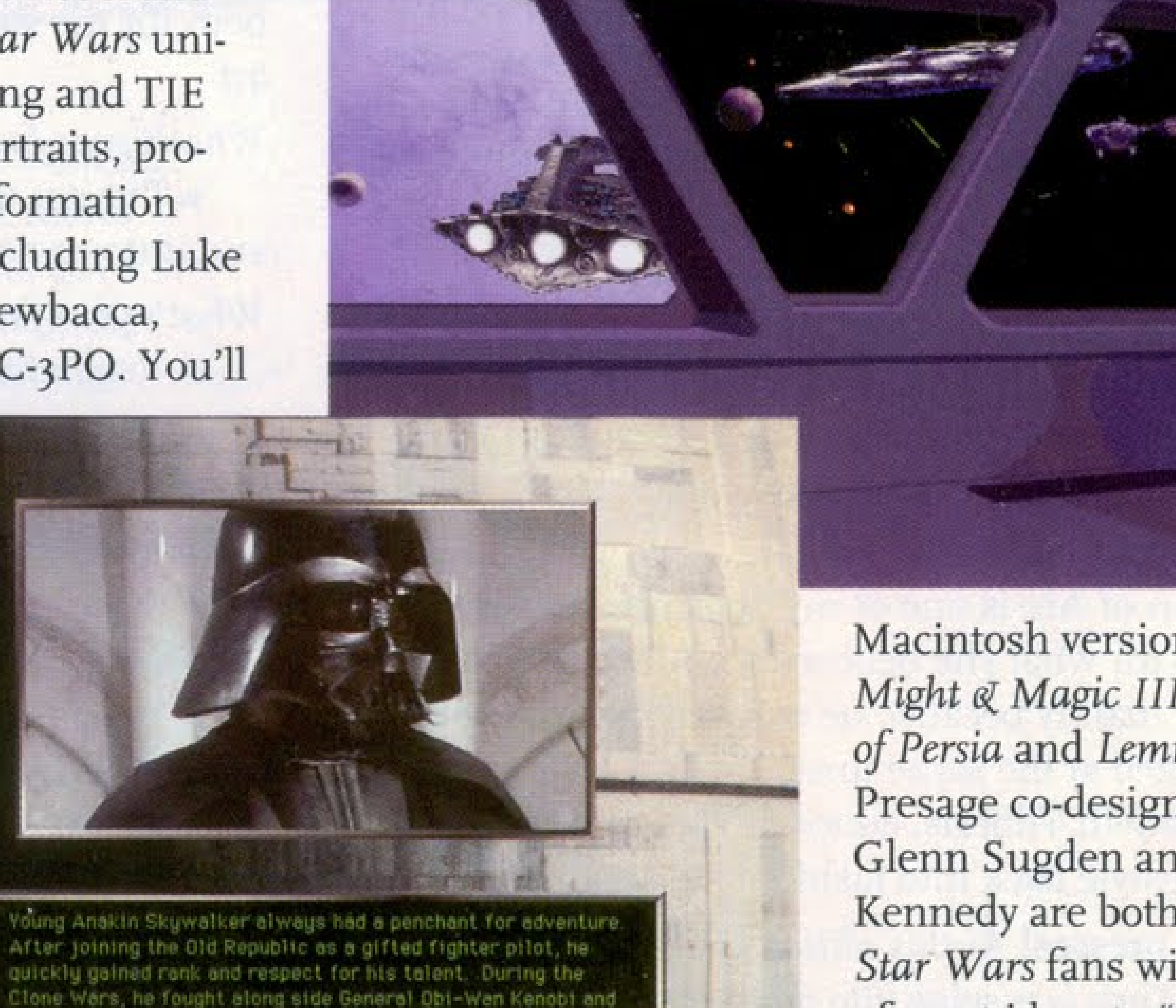
The screen saver also will feature schematics of the different Rebel and Imperial ships found throughout the *Star Wars* universe, like the Millennium Falcon, X-wing and TIE fighter. In-depth bios, complete with portraits, provide you with important background information about the main *Star Wars* characters, including Luke Skywalker, Han Solo, Princess Leia, Chewbacca, Darth Vader and the droids R2-D2 and C-3PO. You'll also get a behind-the-scenes look at the making of *Star Wars* in a module which displays original *Star Wars* storyboards that slowly fade into the actual film shots, showing how *Star Wars* was created from conception to reality.

Some of the more action-oriented modules portray dogfights between Rebel starfighters and Imperial forces. The sites of the battles and the starfighters involved is random. In another module, you come face to face with Darth Vader — breathing menacingly — as stormtroopers, torture droids and Imperial officers march by, reflected in his mask.

One of the humorous modules features the shifty Jawas of Tatooine shuffling across your screen to steal and blow-up your icons, even as they're being chased by Sand People. You also can type in a message — like "Use the Force, Luke" or something more practical such as "Gone to Lunch" — and then watch it scroll back into a star field in the classic *Star Wars* intro style.

In addition to the graphically impressive visuals, a full sound track is included with the *Star Wars Screen Saver*. The sound track will feature approximately 100 digitized sound effects and a full musical score with several different *Star Wars* themes.

LucasArts is publishing the *Star Wars Screen Saver*, which is being developed by Presage Software Development, Inc., the company responsible for the Macintosh versions of *Might & Magic III*, *Prince of Persia* and *Lemmings*. Presage co-designers Glenn Sugden and Mike Kennedy are both big *Star Wars* fans with lots of great ideas to "Force" your idle computer into hours of fun. ESC



LucasArts™

Company Store

B-Wing™

Indiana Jones & the Fate of Atlantis

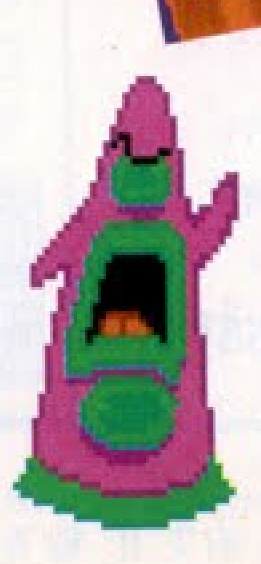
Day of the Tentacle

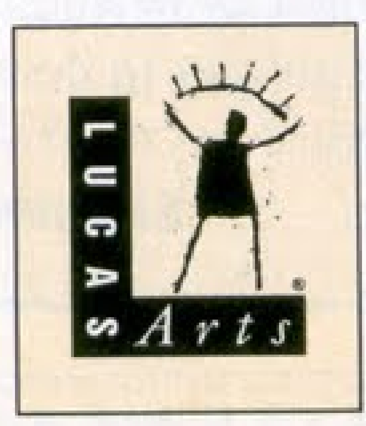
Rebel Assault

Sam & Max Hit the Road

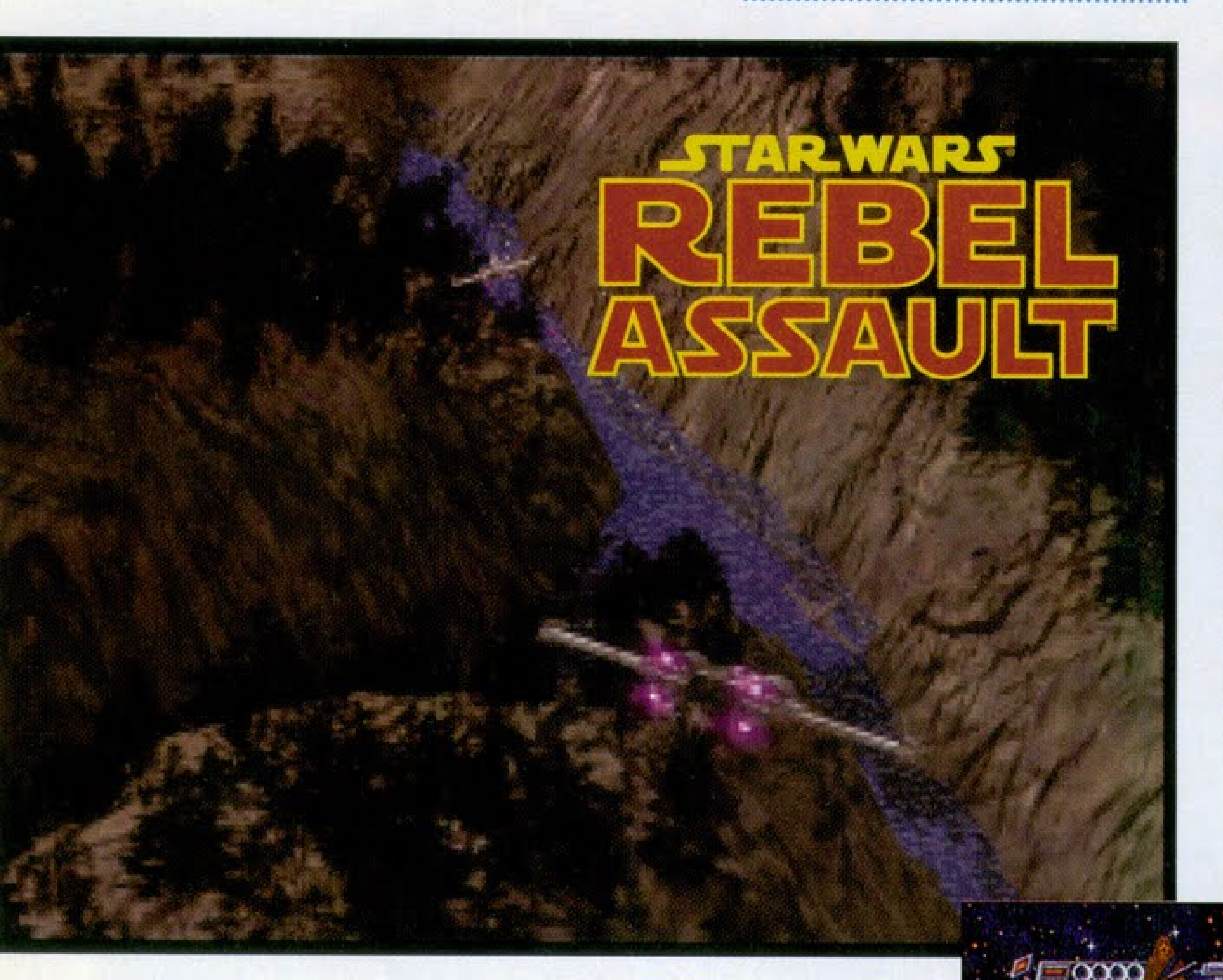


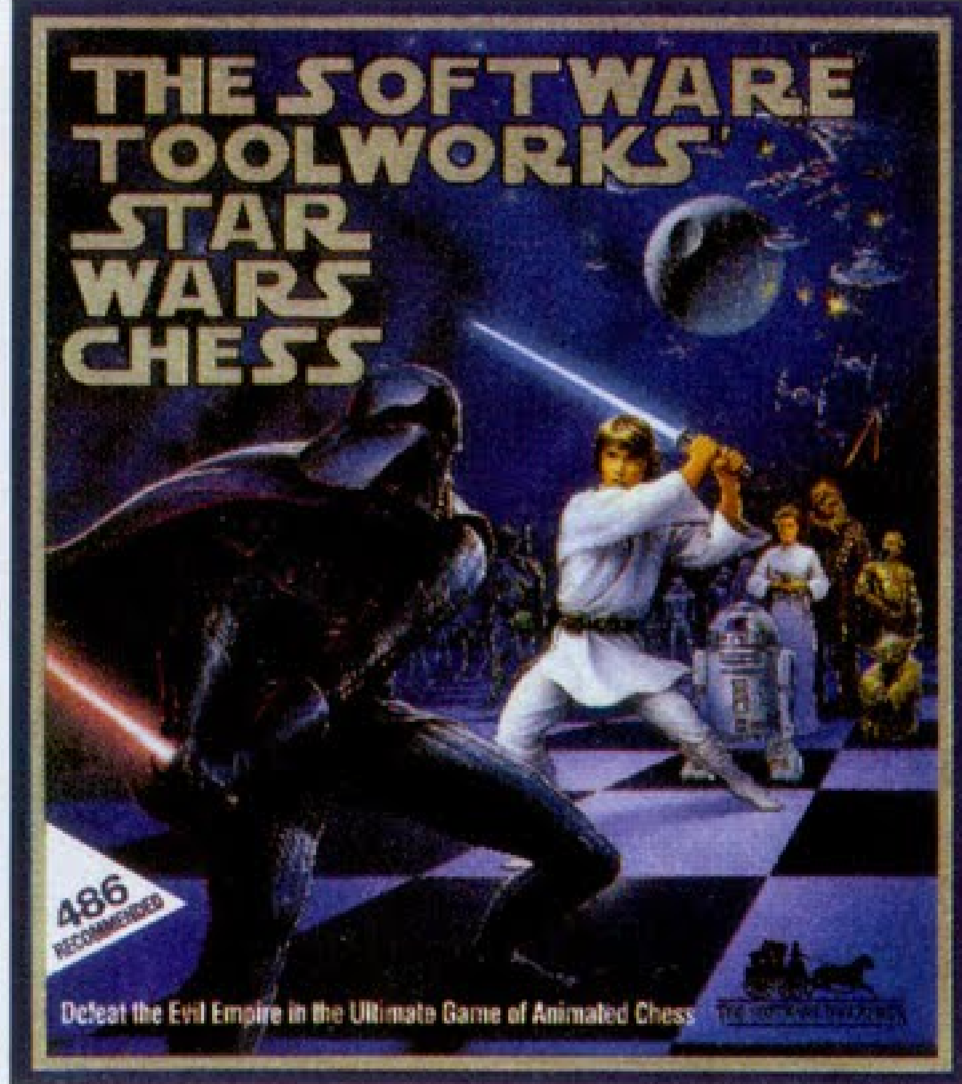












Rebel Assault™ *IBM PC CD-ROM*

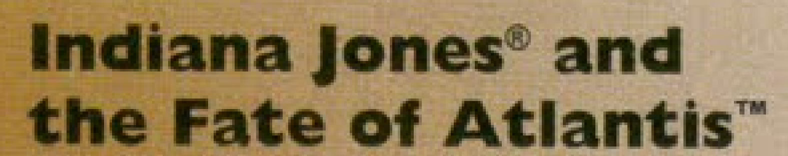
NEW *Rebel Assault* is our first Star Wars® game to include actual footage from the Star Wars movies. This game also uses extensive 3D rendered art. 15 action-packed levels including navigating Beggar's Canyon, engaging Imperial Walkers on Hoth and dodging asteroids and TIE fighters™ in deep space. See article on page 9 for more info.

IBM PC CD-ROM **$69.95** (6326)

Software Toolworks' Star Wars Chess *IBM*

NEW Take command of either the Rebel Alliance or the evil Galactic Empire. Use Chewbacca's™ skill with the crossbow to take out a sinister Stormtrooper.™ Or pit Darth Vader® in a deadly light saber duel against his arch enemy Luke Skywalker.™ Play chess and be part of your own Star Wars movie with 72 unique capture animations. IBM 486 recommended.

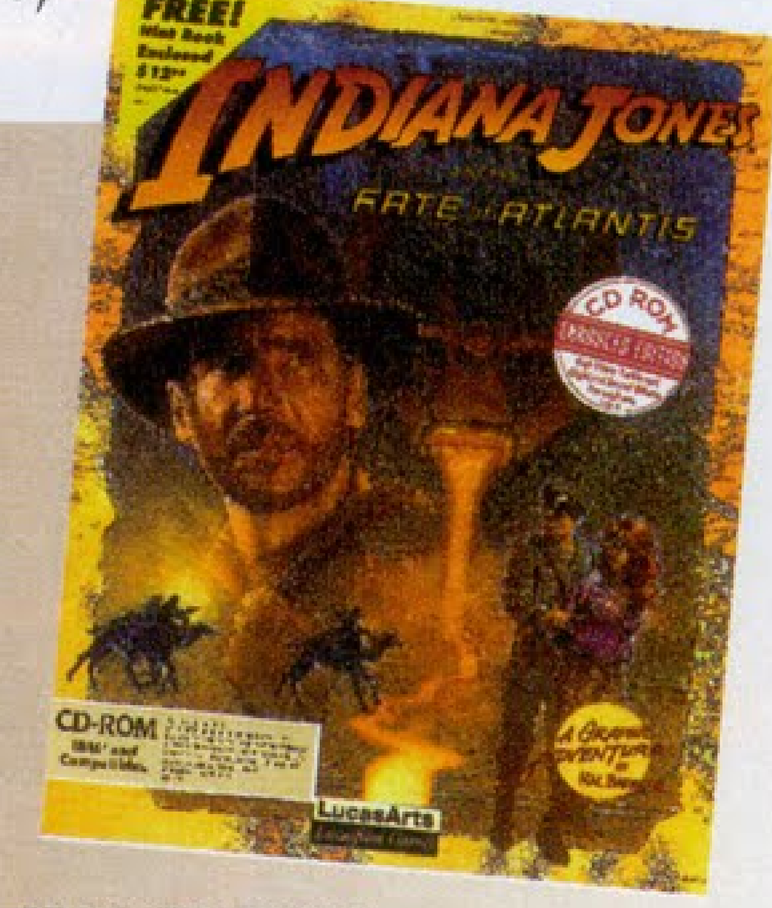
3.5" 1.44MB HD	**$69.95** (3500)
IBM CD-ROM Windows version	**$69.95** (3510)



Indiana Jones® and the Fate of Atlantis™

The newest Indiana adventure for your computer! Whether you like mind-bending puzzles, two-fisted action, or talking your way out of a jam, you'll experience all the excitement and adventure that Indiana Jones fans have grown to love. Help Indy search for the fabled city of Atlantis. Features stunning 256-color graphics and cinematic *i*MUSE soundtrack. **New Price!**

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IBM CD-ROM "Talkie" with **FREE** hintbook	**$69.95** (6323)



IBM CD-ROM upgrade policy.
Send **$25.00** plus back page of manual. (6323U)

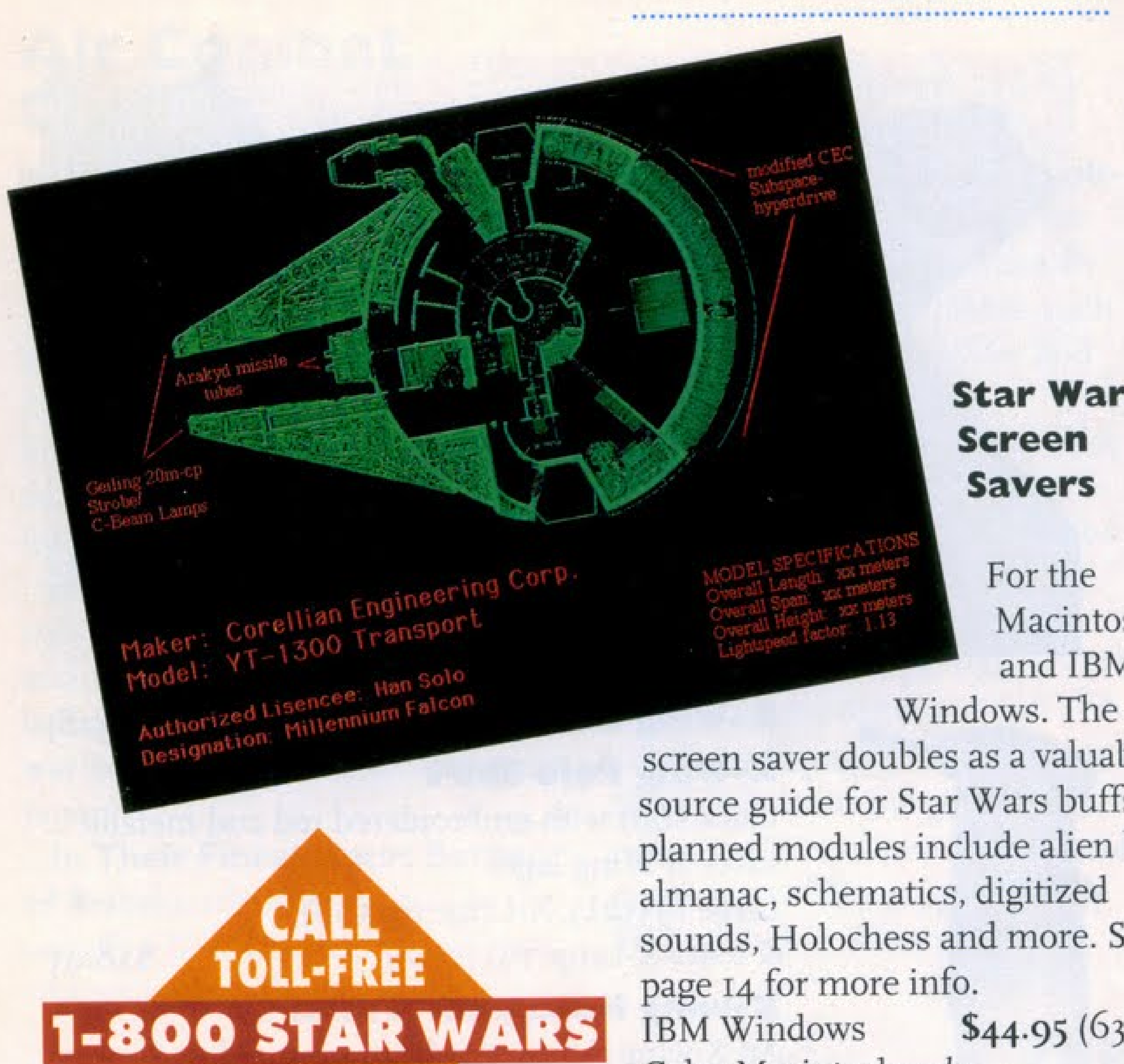
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SPECIAL PREVIEW

The Dig™

IBM CD-ROM
Coming Late '94

In *The Dig* you play the commander of a team of space explorers who get stranded on a hostile planet millions of light-years from Earth. A fabulous secret older than history awaits you and your crew, but only if they can survive long enough. See interview page 6.



CALL TOLL-FREE 1-800 STAR WARS

Star Wars Screen Savers

For the Macintosh and IBM Windows. The screen saver doubles as a valuable source guide for Star Wars buffs, planned modules include alien bio almanac, schematics, digitized sounds, Holochess and more. See page 14 for more info.

IBM Windows	$44.95 (6336)
Color Macintosh *only*	$44.95 (6337)

Available in early 1994

Mac Attack!

Available for the Macintosh!

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Loom	$29.95 (4311)
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Monkey Island 2*	$59.95 (6311)
Star Wars Visual Clips*	$89.95 (9119)
Star Wars Screen Saver*	$44.95 (6337)

**Color Macintosh only!*

Monkey Island 2: LeChuck's Revenge™

The ghost pirate Le Chuck is out for revenge. You killed him once, but he's too mad to stay dead. You are sure to enjoy this sequel with stunning graphics (VGA only) and new *i*MUSE™ soundtrack. *New Price!*

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Own all 5 of our adventure games all in one package: *Maniac Mansion,® Zak McKracken,® Indiana Jones and the Last Crusade,™ Loom®* and *Monkey Island.®* Each of these games was a top graphic adventure when they were released.

In **Maniac Mansion** you meet Dr. Fred and Nurse Edna when they kidnap your favorite cheerleader. By controlling three characters you need to solve puzzles and save the world.

Zak McKracken and the Alien Mindbenders: Space Aliens have landed! They have taken over the phone company and are trying to reduce everyone's IQ's to a single digit. Only you can save the world from the alien menace.

In **Last Crusade:** Help Indiana Jones find the Holy Grail, uses your wits to find your way out of the catacombs, fly a bi-plane and more. In **Loom** you are transported back to the Age of the Great Guilds to play the role of a young weaver. Weave spells to help you solve the puzzles.

Secret of Monkey Island's delightful sarcasms makes this game a great hit with the kids and adults. Duel with the Sword Master, tackle vicious Piranha Poodles and find valuable treasure.

Games available separately and on other platforms, call 1-800-STAR WARS for more information

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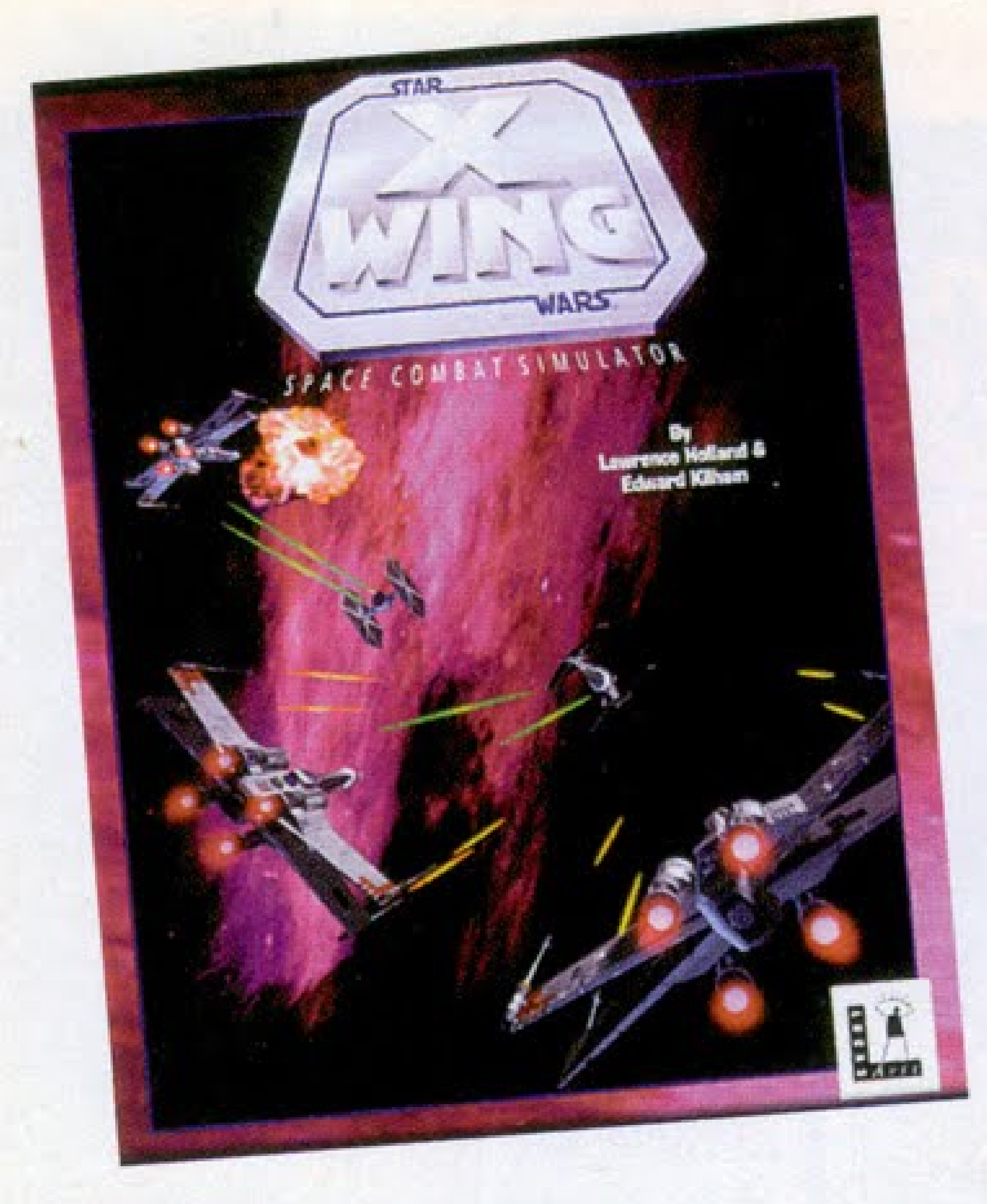


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Purchase all 5 Classic Pack Hintbooks for $30.00 (5HBS)

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Zak McKracken	$9.95 (8309)
Indiana Jones and the Last Crusade	$9.95 (8310)
Loom	$9.95 (8311)
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X-Wing™ IBM
Help save the Galaxy from Darth Vader and his recruits. Train in the proving grounds, sharpen your skills in the historical missions and then match wits with the evil Empire's top pilots.
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Air Combat Classics™ IBM

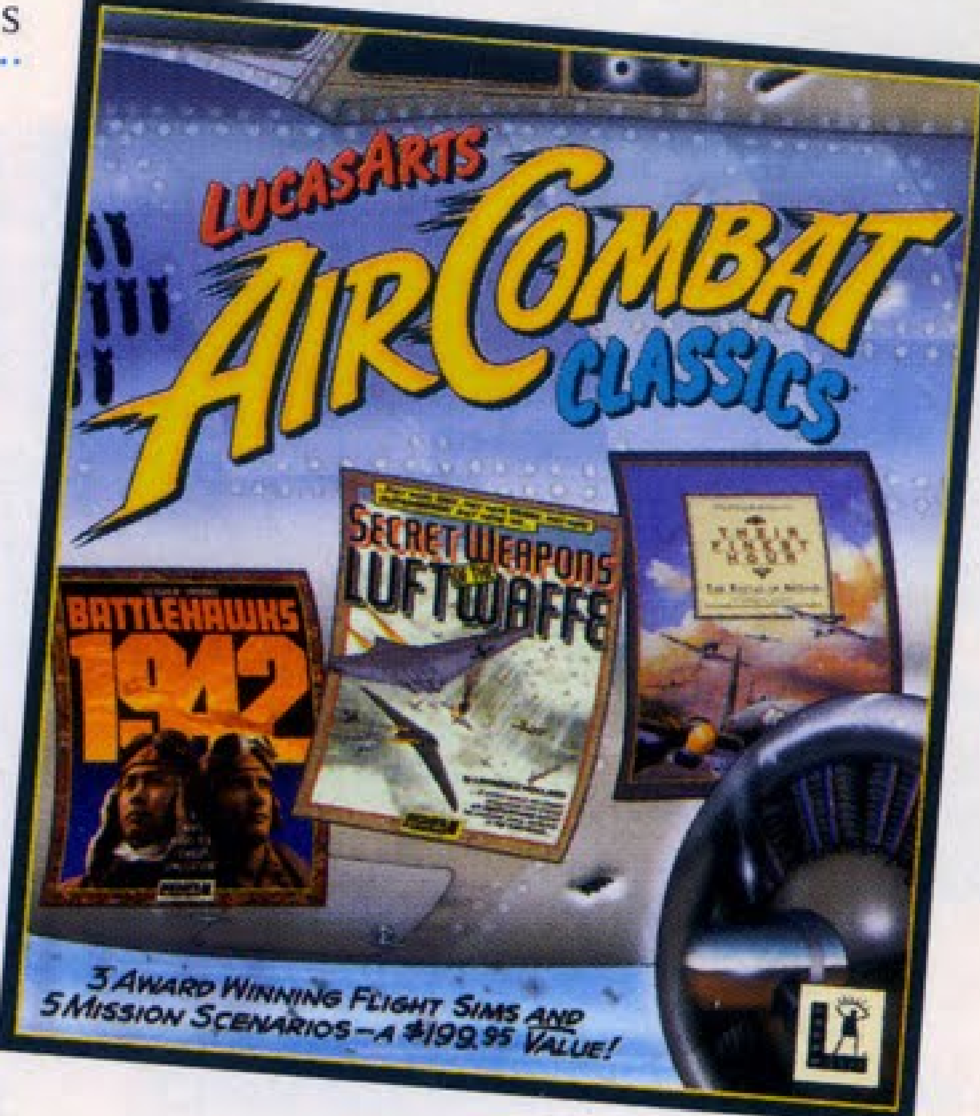
The Air Combat Classics collection includes the award-winning games: *Battlehawks 1942,® Their Finest Hour: The Battle of Britain™* and *Secret Weapons of the Luftwaffe™* (SWOTL) as well as four additional SWOTL tours of duty and an add-on mission disk for Their Finest Hour.

Battlehawks 1942 released in 1989, focuses on four historically accurate Pacific battles, the simulation lets you experience the air war between the United States and Japan.

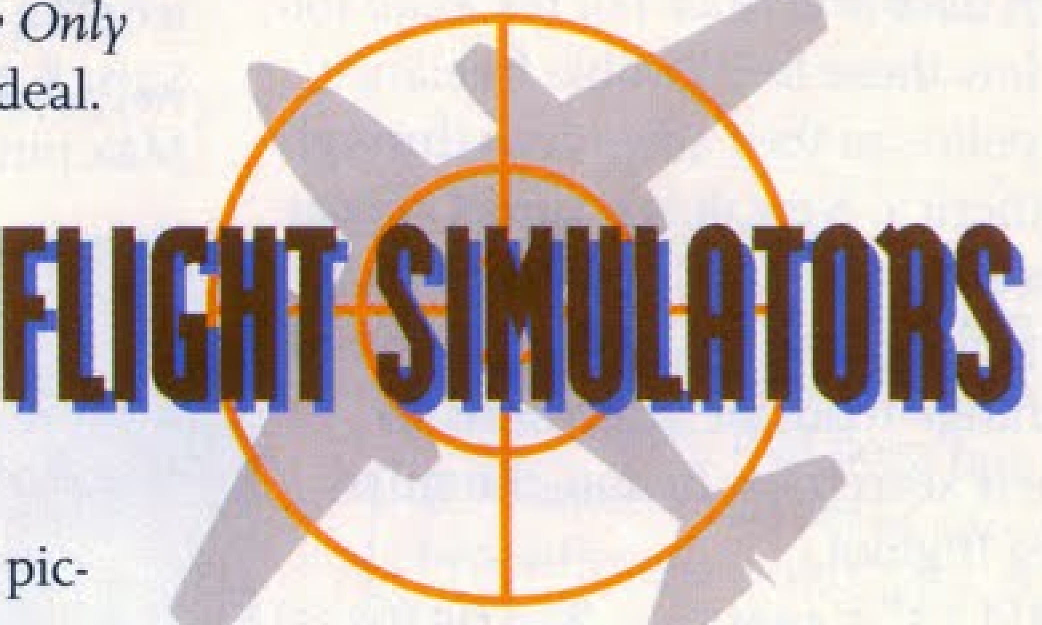
In **Their Finest Hour: Battle of Britain**, released in 1990 you can pilot British Spitfires and Hurricanes against the Luftwaffe's Messerschmitt fighters and the Stuka, Dornier and Heinkel.

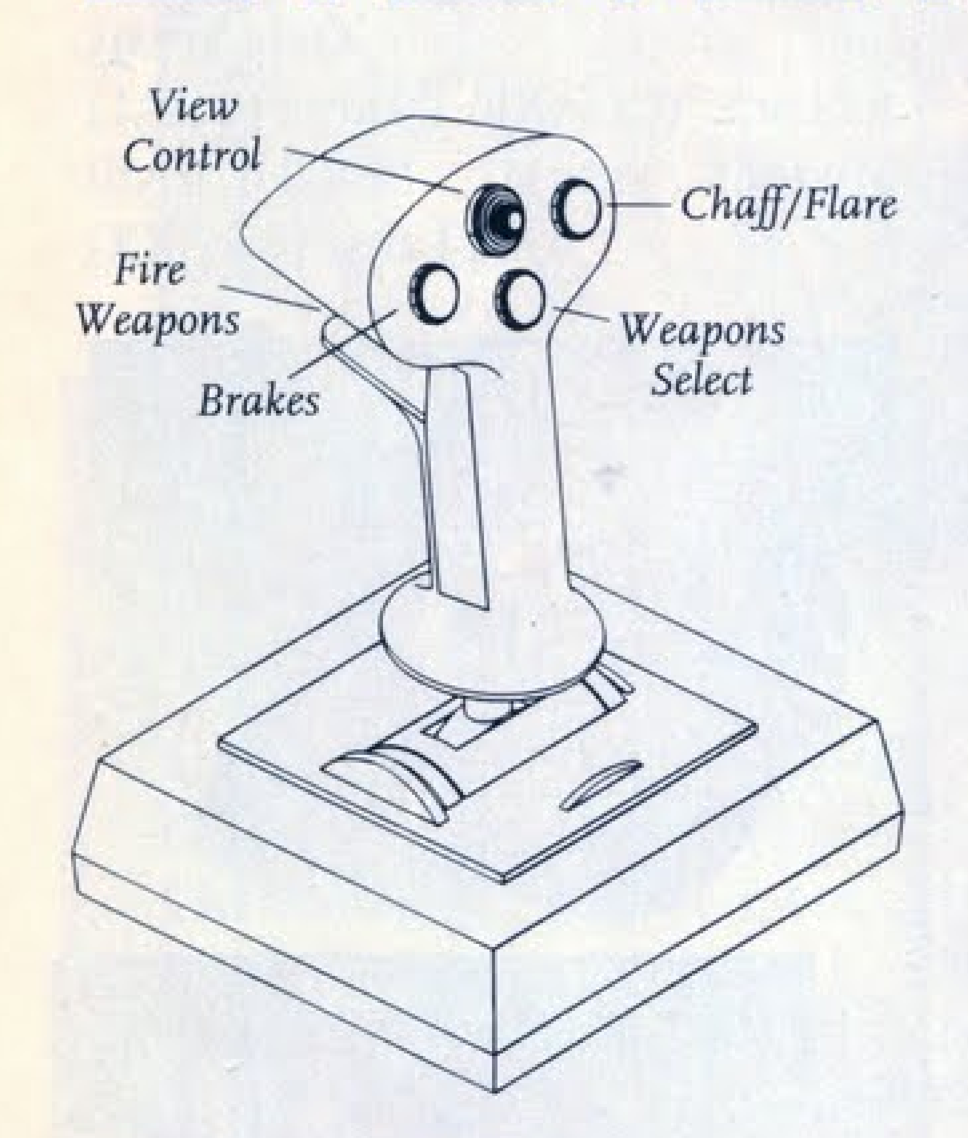
Secret Weapons of the Luftwaffe, released 1991 details the final years of WWII. You can fly classic American warplanes such as the P-51 Mustang fighter and the B-17 "Flying Fortress" bomber, or switch sides and pilot advanced German planes like the Messerschmitt 262 jet fighter or the Gotha 229 "Flying Wing." The added on planes included are the P-38, P80, Do335 and the HE162.

See article page 5 for more info. Separately the three games and add-on missions have a suggested retail price of **$199.95** *Now Only* **$69.95** makes this a great deal.



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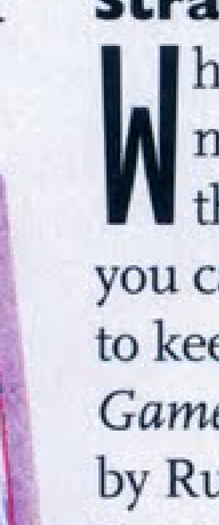
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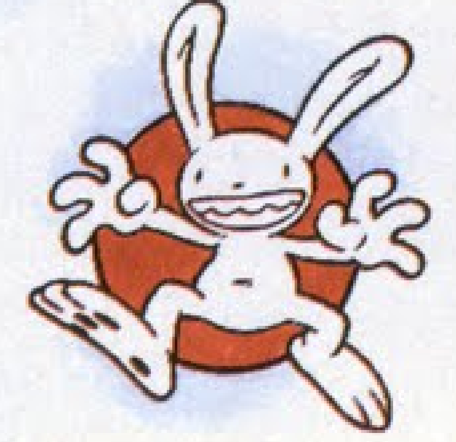


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In *Sam and Max Hit the Road* follow these two lovable freelance police as they adventure through America. New destinations appear on Sam and Max's postcard map, enabling them to explore new and strange roadside attractions in their search for Bruno, the missing Bigfoot.

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Sam & Max Enamel Pins

The universally appealing images of Sam & Max or just Max by himself — "a highly engaging icon"!

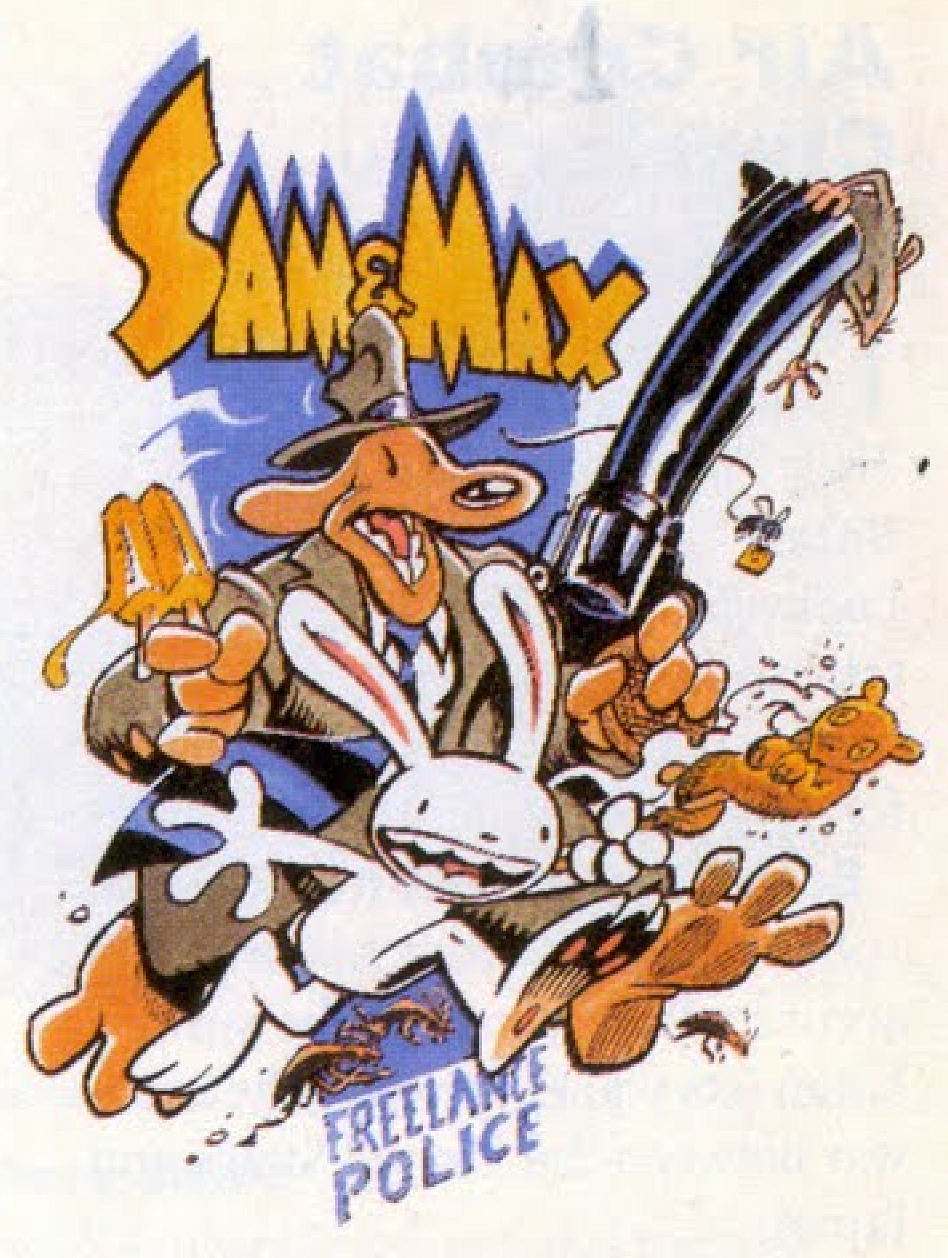
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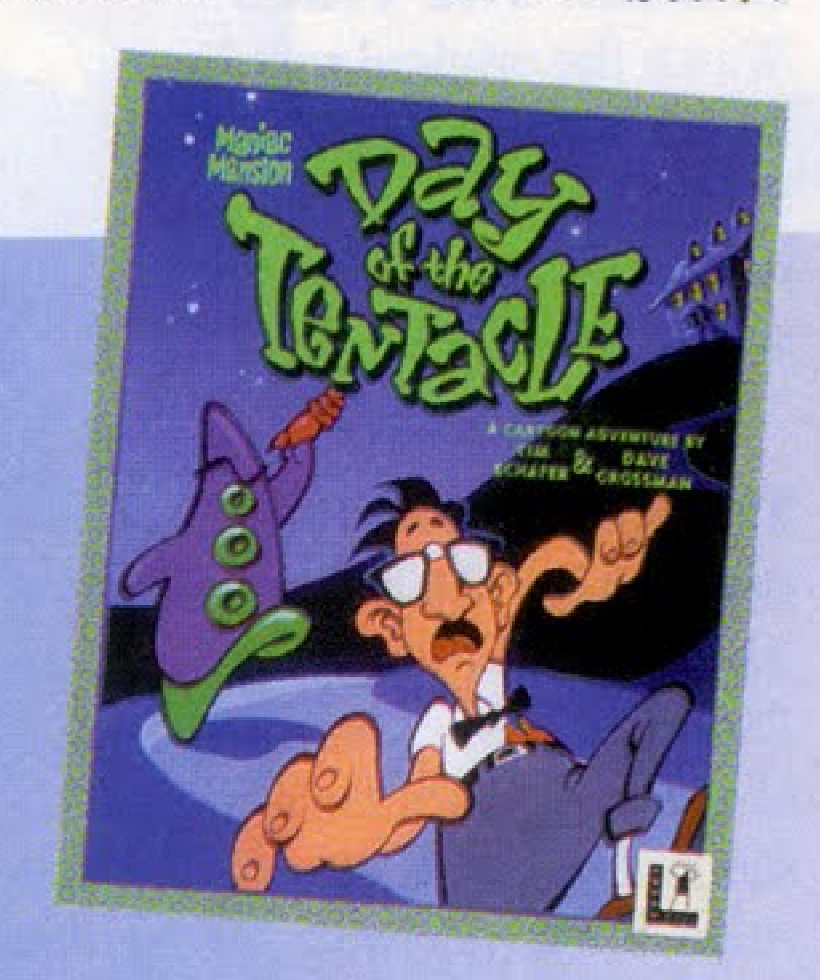
Yikes! It's America's favorite obscure comic characters garishly emblazoned on a white 100% cotton shirt! After this, no other T-shirt seems necessary!

Only $15.95

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Not The Jetsons, or the Flintstones. Not the Simpsons either... **It's The Edisons??** Another famous cartoon family goes down in history in the hilarious sequel to Maniac Mansion — *Day of the Tentacle*. This interactive cartoon adventure draws players into a wacky cartoon world to save the planet from Dr. Fred Edison's mutated pet tentacles. By controlling three frenzied kids in three different time periods and employing warped cartoon logic, players can save mankind and learn one of life's most valuable lessons: Never buy diamonds from the TV Shopping Show! The CD game will feature full-voice throughout, and the PC version has a "talkie" introduction.



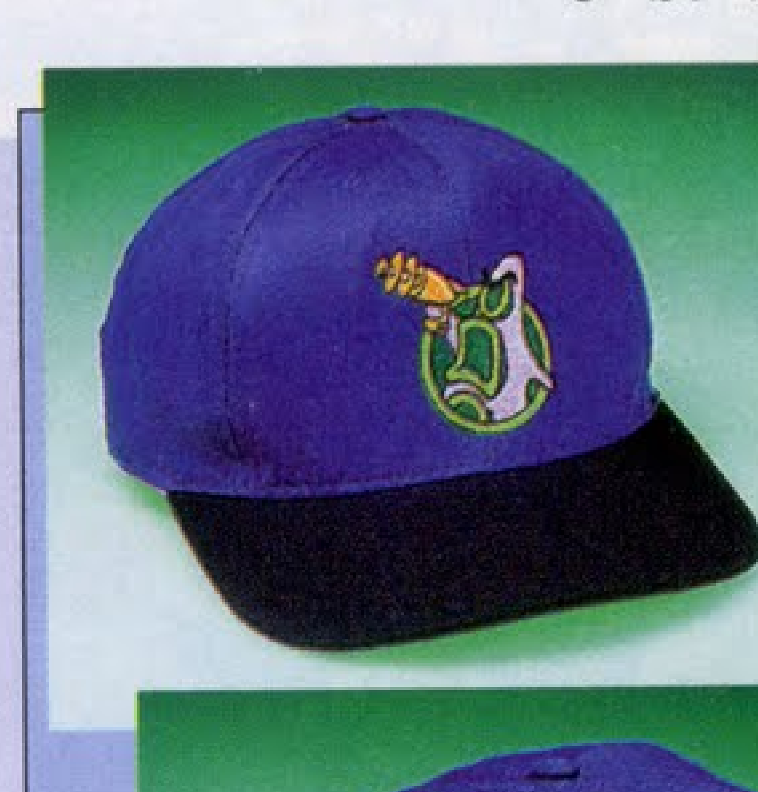
IBM 3.5" 1.44MB $59.95 (6318)
IBM CD-ROM with **FREE** hintbook $69.95 (6328)
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Day of the Tentacle Hintbook

FREE copy of *Maniac Mansion* Hintbook when you order directly from LucasArts.

$12.95 (6327)





Day of the Tentacle Hat

$15.95 (3198)

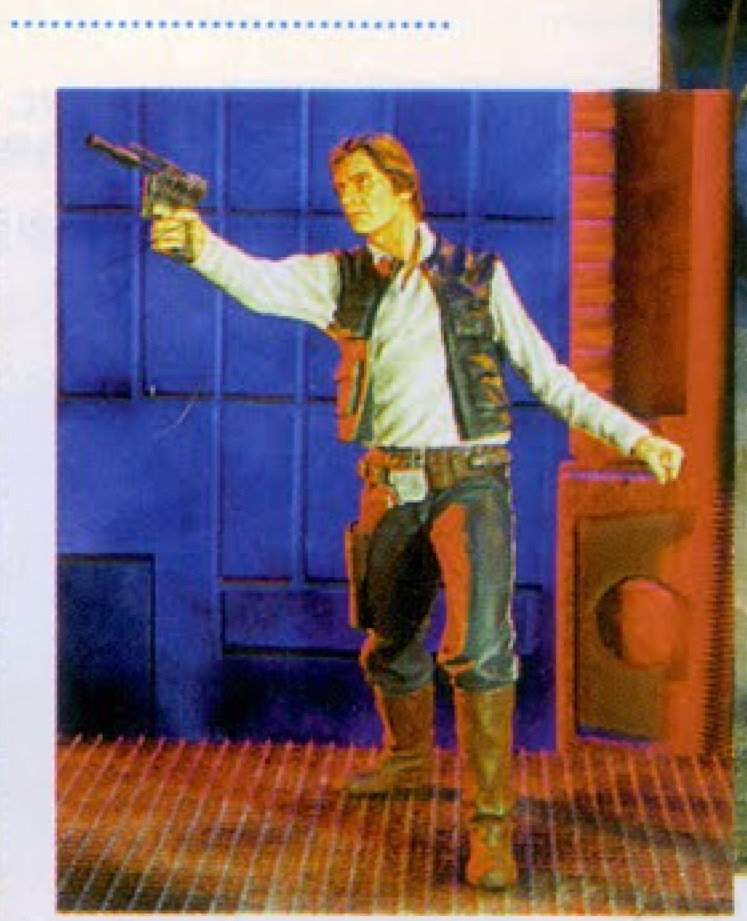
Day of the Tentacle™ T-Shirt

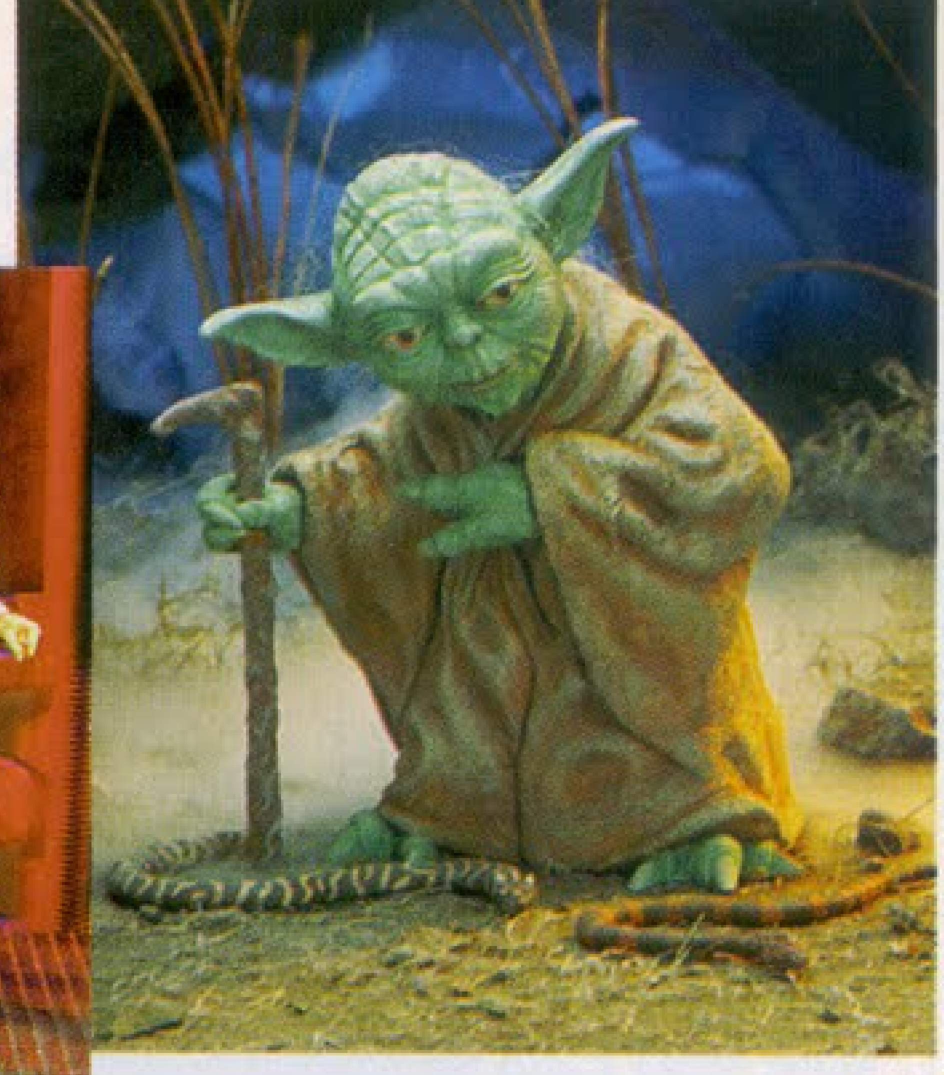
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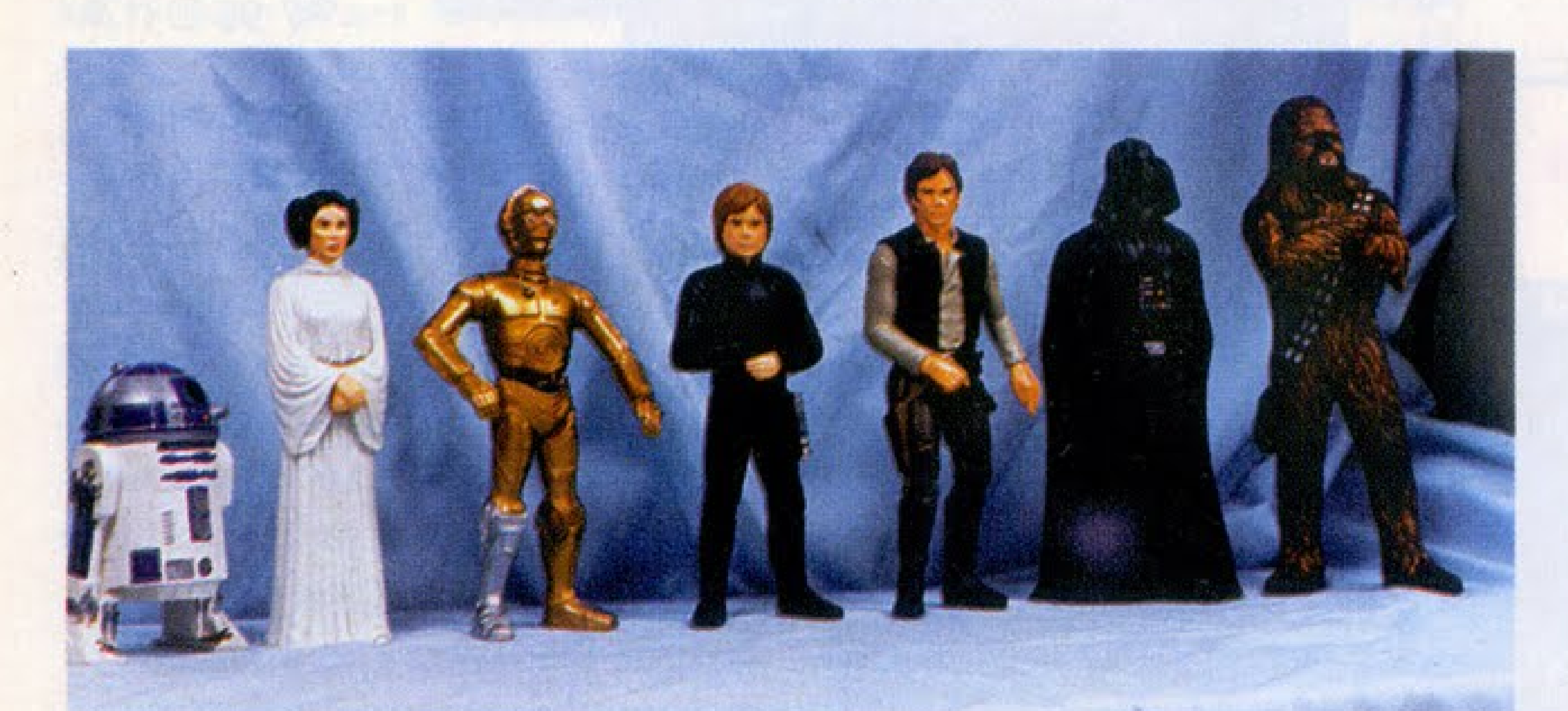
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Trading Cards
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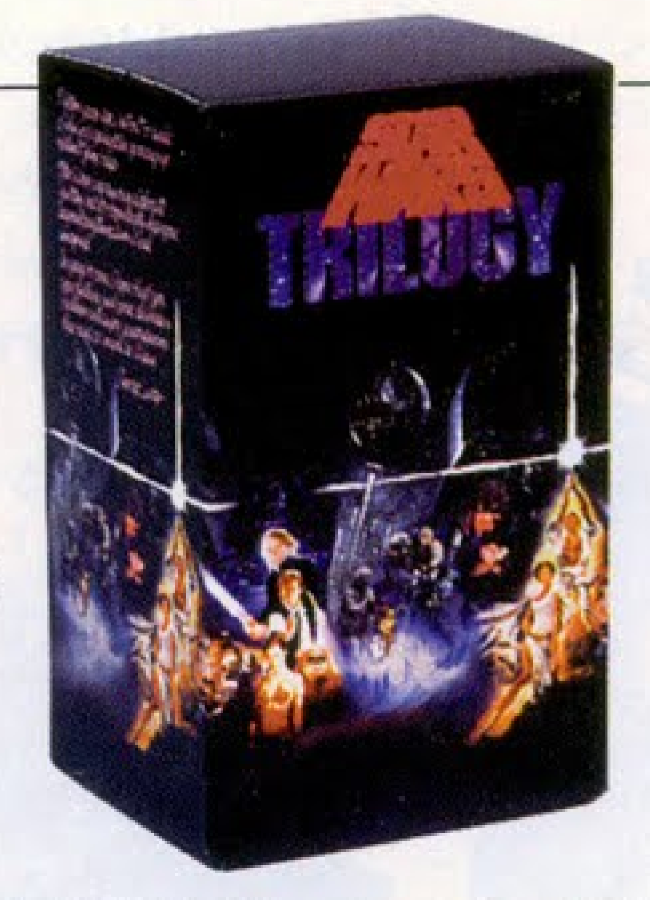
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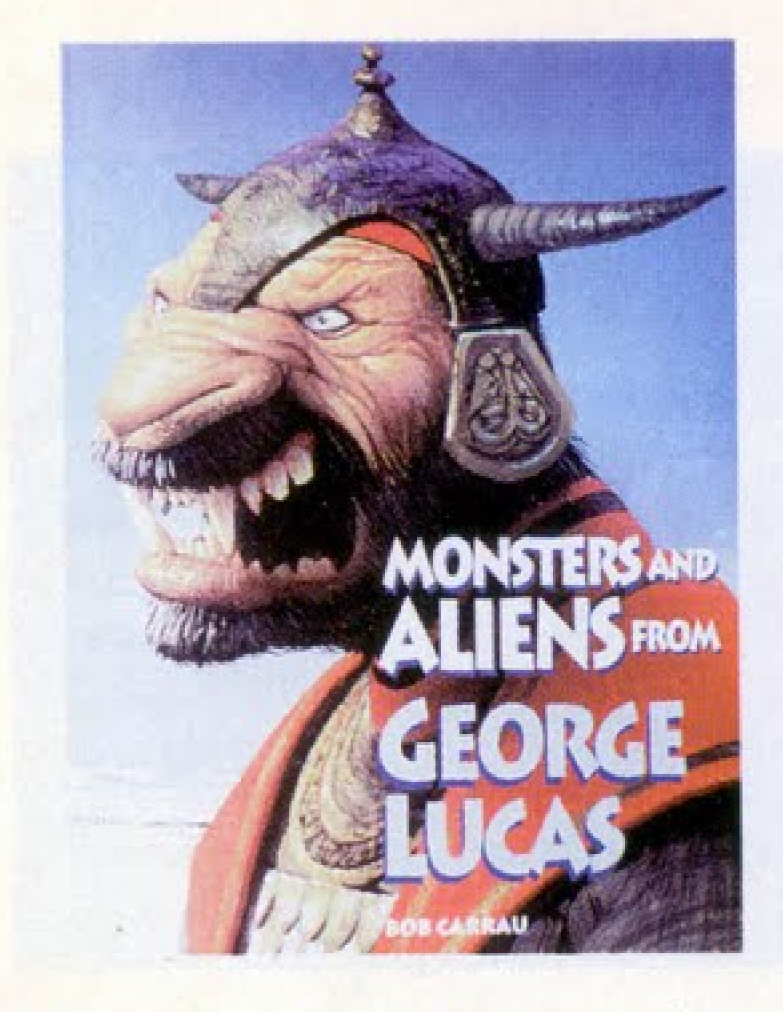


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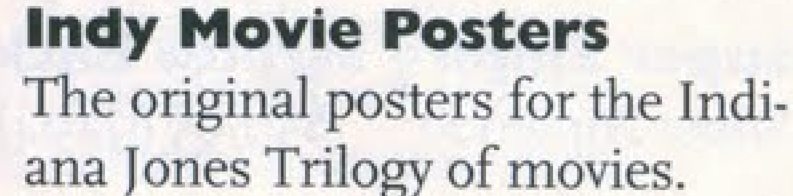




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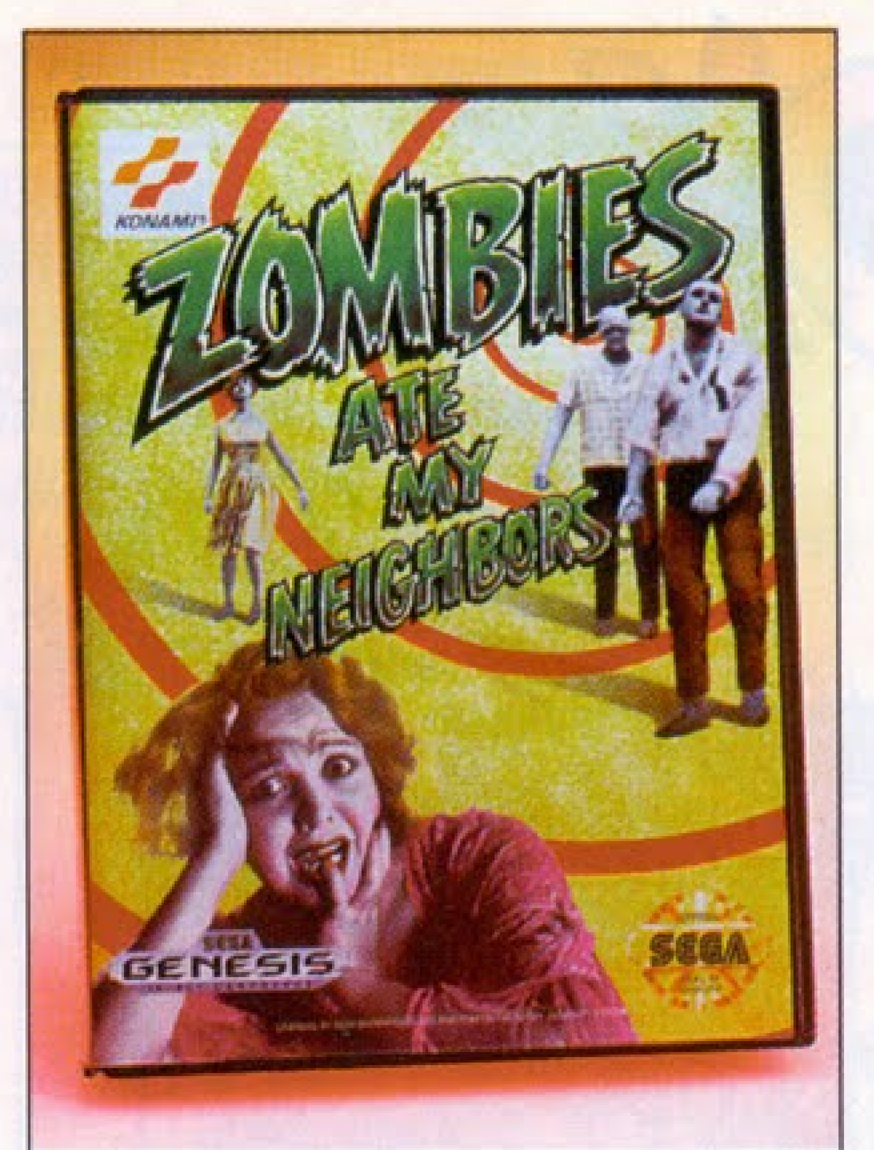
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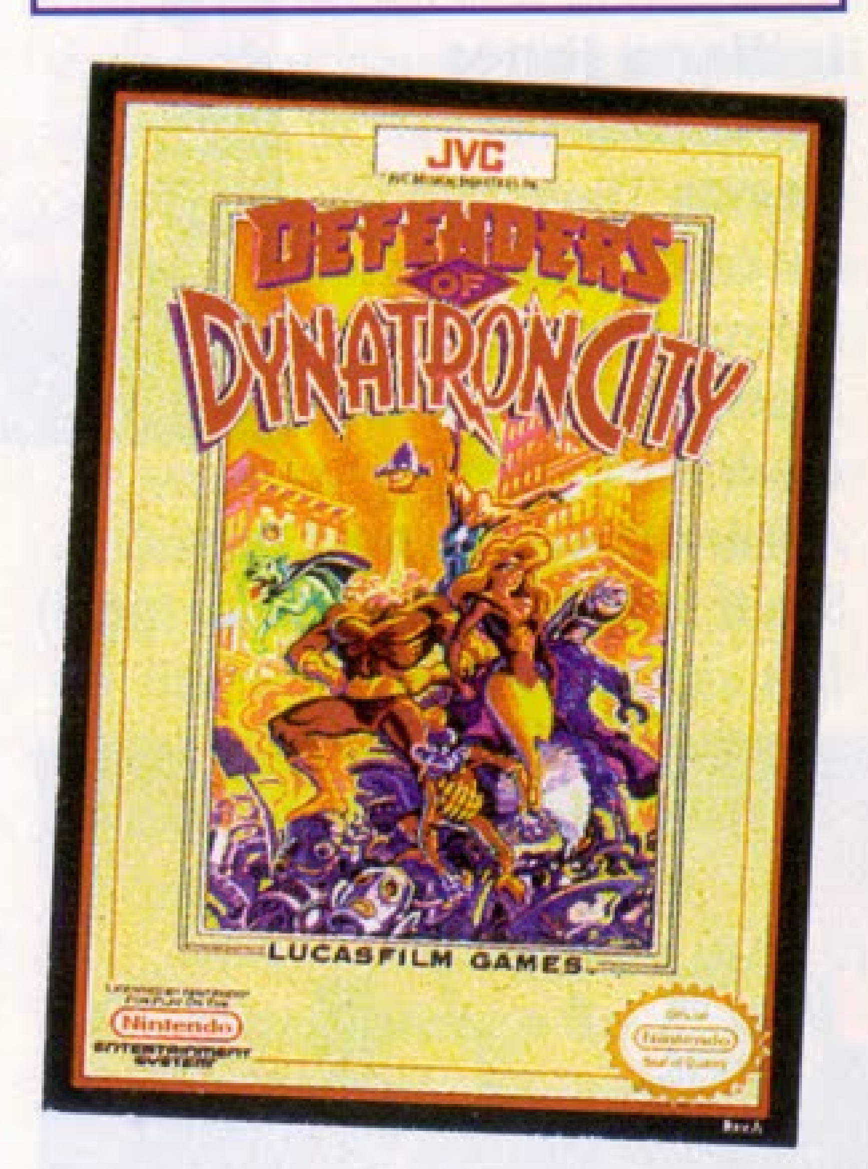
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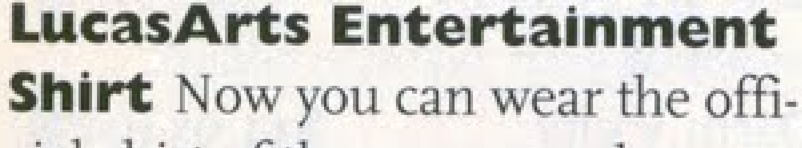


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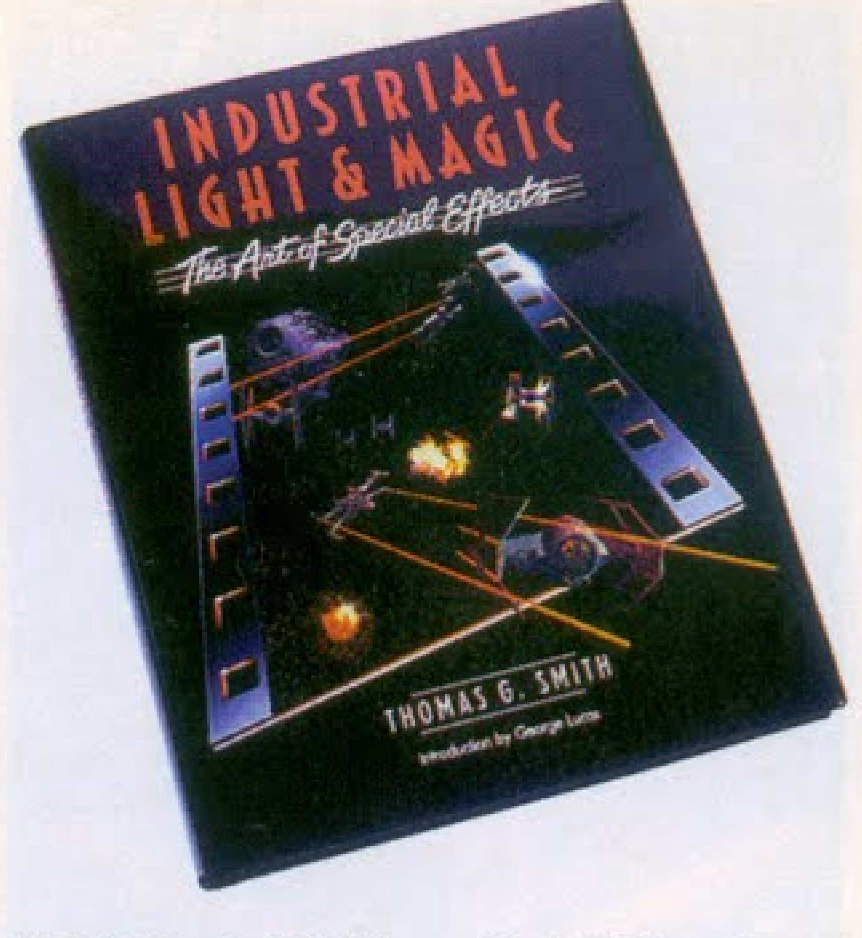
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